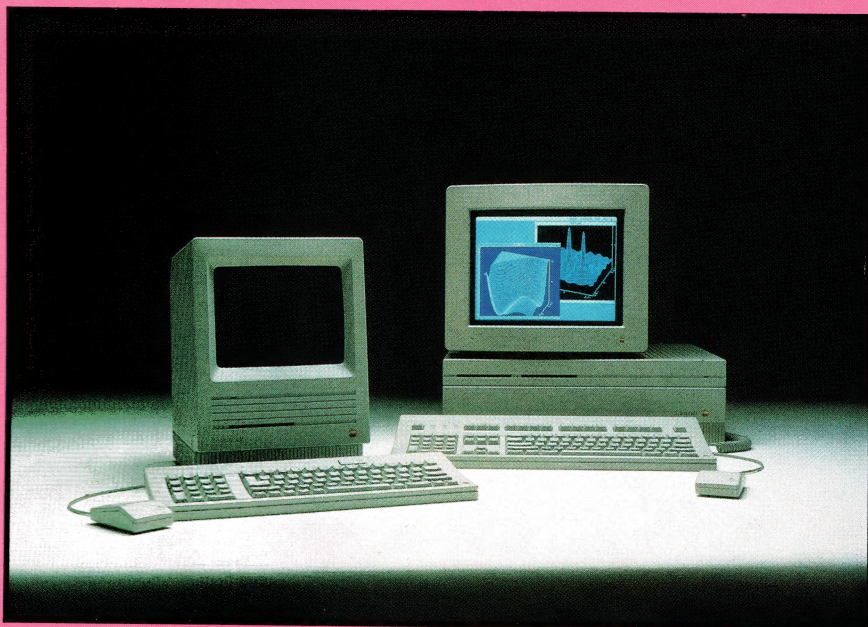


The Australian Apple Review

The new
Macintoshes
Omnis 3 Plus
WriteNow
Star printer



GraphicWriter for the IIGS

File Edit Regions Fonts Format Layout Goodies Keys

0 1 2 3 4

ABC Computer Show
2142 Main Hwy NE
Dallas, TX 72022

Dear James,

Check out this word processor --
and looks *just like the Mac!*

Month	Sales
April	470
May	1215
June	390
July	1105
Aug	1365

SMILE!
It looks good!

with graphics,
for this year:

Page 2 Color

Games:

**Dark
Castle**

**STAR
TREK**

**221b
Baker St**

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APPLE
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The Australian Apple Review

Vol 4 No 2 1987

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Editorial

THE NEW Macintoshes have arrived and we now know that Apple made the right decisions, designed the right machines, are offering the right attractive packages.

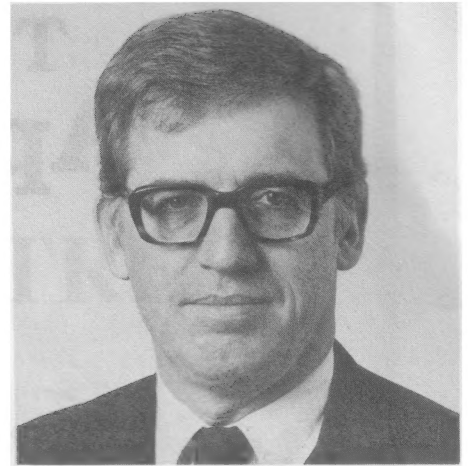
Almost every review throughout the world's press has been unreservedly congratulatory.

Perhaps now we should add a minor dissenting note. The Apple company has been built with the aid of the unbridled enthusiasm of hundreds of thousands of enthusiasts, much the same as the editorial staff of this magazine. There now appears on the part of Apple staff to be a move to distance themselves from the maniac enthusiasts and align themselves with sober business. One can see the attraction of that, one can

understand the urgings of the faceless money people for Apple to move in that direction.

But the Macintosh moved into business not because of the urgings of some direct sales force - Apple does not have one - not because of the unaided efforts of the dealer network - many of whom were, in the beginning, less than totally knowledgeable about the machines they sold. The drive, the impetus, the enthusiasm came from the amateurs who talked business professionals into trying the machines, who encouraged executives who knew nothing about computers to start with a Macintosh.

If Apple loses the support of this army of sales boosters, if these unpaid



supernumerary sales executives switch their allegiance to the Amiga or the Atari (and this is a growing movement in the United States and even more especially in Europe) then Apple may find that the vision of a future of untrammelled growth may start to dim.

Enthusiasts made Apple.

Now that Apple is set to surge ahead the company will forget them at its peril.

Gareth Powell

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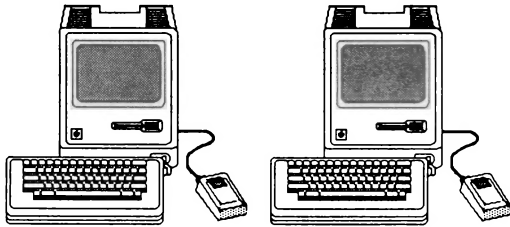
Randwick, NSW 2031

Bits and Bytes

AppleShare file server for the Mac

Apple Computer has announced AppleShare, workgroup file server software that Apple believes provides a further evolutionary milestone in the application of personal computers.

A print spooler, LaserShare, and an AppleTalk PC card for linking MS-DOS



computers within an AppleTalk network have also been released.

AppleShare is designed for use on AppleTalk networks consisting of up to 25 Macintoshes and peripheral devices, primarily within corporations, government and universities. The software supports file and application sharing on any AppleTalk network, which may be extended to other networks via data bridges.

"AppleShare is an extension of the Macintosh concept from the single user towards a shared environment, featuring the familiar, easy to learn and use technology, with consistency across applications. The training and support requirements are minimal," says David Strong, managing director.

Substantial security features are built into the saver, including powerful access control features to let individual users selectively share information within the network. For example, memos, reports, spreadsheets and images can be made available on a read-only basis, and distribution of data can be limited as

desired.

All users on the network receive updated information at their workstations whenever a document or folder on the server is created, deleted, or moved between folders. The server software is configured with a Macintosh Plus and hard disk. Users can access information from anywhere on the network as if the datafile were resident on their own computer.

AppleShare will be available from selected Apple dealers at \$1395 including sales tax. This cost is said to be significantly less than that of current dedicated hardware/software file servers.

A software solution minimises the risk of expensive short-term redundancy for the user.

LaserShare print spooler

The new Apple LaserShare print spooler allows documents to be spooled to a dedicated Macintosh print server, where they are queued prior to printing. The spooling process frees the originating Macintosh for other work while the print spooler automatically prints documents in first-in, first-out order - or priority printing can be specified for urgent jobs.

Recommended Australian price for the LaserShare spooler will be \$595. The product is expected to be locally available by the end of March.

Connectivity products

Apple is also releasing the AppleTalk PC Card, allowing MS-DOS personal computers to be integrated into an AppleTalk environment. A half-size card or insertion to an MS-DOS PC slot, the card plugs into the network via a DB9 AppleTalk connector and supports PC use of the Apple LaserWriter.

Recommended Australian price of the card is \$745 including tax, with availability in March.

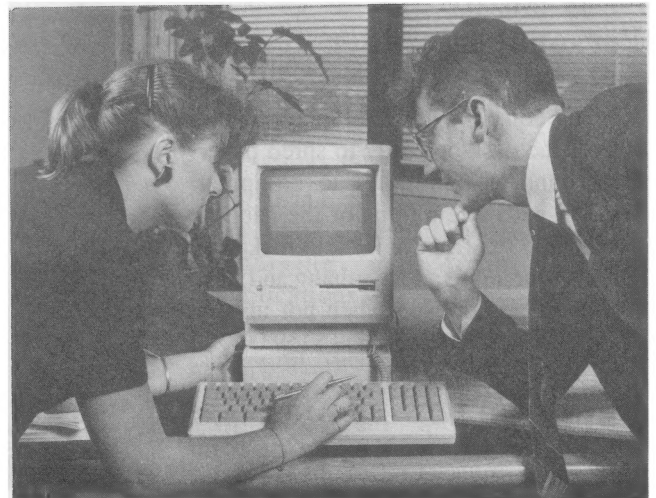
Automated auditing with AY/ASQ

Auditing will never be quite the same again, according to Arthur Young International, with the introduction in Australia of its new software system, AY/ASQ (*Audit Smarter, Quicker*) developed in the United States.

ASQ is a series of modular programs which assist Arthur Young auditors in every phase of their work; from planning and execution of audit procedures, to completion of financial statements.

AY/ASQ runs on the portable Apple

AY/ASQ in use



Macintosh computer and can connect to almost any other computer system, according to Arthur Young's national director of audit, Brian Long.

"Apart from its portability, we chose the Macintosh because we believe it is the easiest micro to operate. Training time is minimal and retention of what is taught is high."

The major advance by *AY/ASQ* over other automated systems was the incorporation of a Decision Support module, the most revolutionary part of the process.

"It provides extensive on-line assistance in the design of our overall approach to each audit area, as well as in the selection of audit tests. It also provides on-line access to detailed information on or audit approach at all times during the audit.

Arthur Young has taken delivery of a significant number of Apple Macintosh portables for their auditors. "We expect these will be as essential to our professionals as the hand held calculator has been to others since the 1970's," Long says. "The major aim of *AY/ASQ* is personal productivity and, being portable, the whole system travels with the auditor to client offices."

As far as computer compatibility is concerned, he says the *ASQ* Macintosh can connect and share data with most other computer systems, from client's word processors to other micros or mainframes.

Personal shredder from Sylex

This compact unit clamps onto the side of the desktop ready to shred paper from hand-written notes to computer printout with a few turns of the handle. The handle fits from or back to make the shredder mount to any overhang and then is able to be removed when not in use. The shredder sells for around \$159.00.

New scanners coming

Scanners are the big new push in desktop publishing and we will shortly be

up to our ears in them.

Note carefully that they are a new technology and that advances are being made every day of the week, especially in the software that drives them. Note also that they cannot produce halftones because of the way the system works, no matter what the publicity and the advertising says. But they can and do provide perfectly acceptable pictures which can then be manipulated before publication.

Coming shortly for the Macintosh is a scanner which connects through the SCSI port, produces scans at 300 dots per linear inch - exactly the same as the Apple LaserWriter - and allows scanned images to be dropped into all the most popular programs. The scanner is Princeton Graphics LS-300 using the MacScan interface.

Note that if you are using one of these scanners, demands on memory are ferocious. A full A4 image scanned can take up to a megabyte of memory with no problems whatsoever. And people still keep asking why we crave for more memory on our machines.

Ile upgrade in America

While I was in the United States last week I heard news that Apple had an upgraded version of their Ile.

Apparently this has a new keyboard complete with a numeric keypad and two programmable keys. It comes with a built-in 80 column card, a new manual,

two new training disks and a revised guide. Even the colour has been changed into a two tone grey.

It does not seem likely that this machine will be released in Australia, where the drive is to get us all to switch to the IIGS. But this improved Ile is an interesting concept.

Pity it wasn't released here three years ago when we all needed it.

Research investment

In the first three months of their financial year Apple sank more than \$50 million into research. Which is rather more than double the amount they invested in the same period the year before.

This information is in their latest balance sheet, which shows a substantial increase in revenue - 62 per cent - but a smallish increase in net profit - up from \$56 million to \$58 million. And there may be harder times ahead.

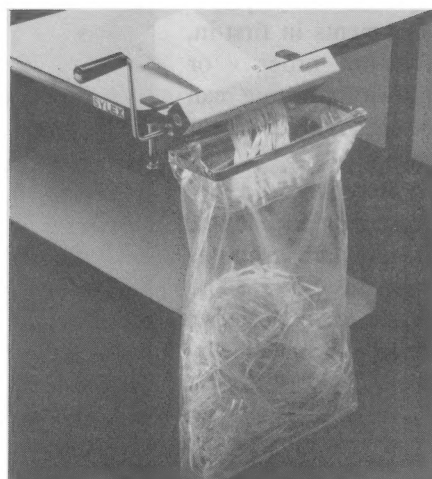
John Sculley, the man who runs the place, says, "We foresee a difficult comparison in our second fiscal quarter due to gross margin pressure and increased spending associated with the new products we plan to introduce." None of which dampened the spirits of the 5,000 Apple employees who turned out to celebrate the company's tenth birthday at the Santa Clara Convention Centre in California.

The party featured a museum of Apple memorabilia and an appearance by Steve Wozniak, one of Apple's co-founders. Steve Jobs was not in evidence.

Filemaker Plus

The above program for the Macintosh, reviewed in our last issue, is available from Software Corporation of Australia, (02) 211 4099.

Filemaker Plus is a much improved version of Filemaker which enhances the database reporting function to the degree that it appropriately refers to it as data base publishing.



Colour,
high speed
performance,
more memory,
open architecture
and MS-DOS file
compatibility -
what more could
you want?



Graphics power is a key feature of the new Macintosh II - it's ideal for such applications as desktop publishing or technical drawing

Extraordinary new power, compatibility and expandability are the key features of the extended range of Apple Macintosh personal computers launched at the international AppleWorld event in Los Angeles on March 2.

Colour for the Macintosh, high speed performance, more memory, open architecture and MS-DOS file compatibility featured among important announcements.

Several hundred Apple dealers, third party vendors and media representatives attended the unveiling of the new broad range of products for the Macintosh family, released in response to the needs of the growing army of corporate Apple purchasers. AppleWorld attendees also received details of Apple's build-up of marketing activity to the key corporate and government markets that began to take hold with major purchasing of the Macintosh Plus during 1986.

According to Apple Australia managing director, David Strong, the dramatic enhancements to the Macintosh are the result of two years of research among users, to ensure that new Macintosh models incorporate all of the features sought by business.

With additional products scheduled for announcement within months, 1987

Two new Macintoshes - the SE and the II

overall will see Apple launch more new products in 12 months than in the previous nine years of the company's history.

Two new Macintoshes, with basic configuration options, expansion slots and new screens, two keyboards, a wide range of mass storage options and a range of development tools were announced yesterday. The new Macintosh SE is designed to meet all needs of most serious business users. The top-end Macintosh II now features a dazzling 16 million colour palette capability and dramatic power increases for engineering, university and similar applications.

With optional cards and disk drives, the Macintosh now becomes the only personal computer capable of integral exchange of information between the key MS-DOS and Macintosh business environments. With additional internal options, the new Macintosh II moves

easily into complex operating environments such as UNIX, and subsequently connects within virtually every major network and communications standard, including Ethernet, SNA, and X-25.

A quantum leap in the power and performance of the new Macintosh II, running the new M68020 chip at 15.7MHz, positions this Macintosh squarely against new MS-DOS PC or compatible equipment beginning to appear with the Intel 80386 processor.

Apple now claims overall performance superiority, with a continuing specific advantage in the emerging mainstream graphics applications of personal computing, which the Macintosh addresses with integral design, but which require extensive "add-ons" and re-configuration in a typical MS-DOS personal computer.

The Macintosh also claims a clear software advantage over 386-based hardware, with a wide range of business packages capable of immediately utilising the power of the new computers. Over 90% of Macintosh software packages are compatible across the entire Macintosh range.

The current Macintosh Plus becomes the entry-level model of the extended Macintosh family, now in the new platinum colour of all Macintosh products. The extended Apple lineup is scheduled for staged shipping over the next six months, with Australian availability and local pricing expected to be announced within a few weeks.

A large number of third party products, including communications and MS-DOS cards, and new large screen displays will be released over coming months, following an extensive developer "seeding programme" conducted by Apple in the past year.

The latest Apple CPUs are:

• **Macintosh SE** - an enhanced M68000 computer available in two configurations, with increased speed, mass storage and an expansion slot:

• **Macintosh II** - a revolutionary new M68020 Macintosh, running at 15.7 MHz with an addi-

tional 68881 floating point coprocessor and six expansion slots on a new 32 databus further capable of supporting multiple processors.

Applications superiority

Powerful and fast redrawing capabilities should result in substantial demand for the Macintosh II in CAD and technical graphics applications in engineering and similar fields. The new performance features in this area also reinforce Apple's hold on the desktop publishing market - a hold further strengthened by the new mass storage capabilities announced.

For power users, the Macintosh II features a 68881 floating point coprocessor to support completion of mathematical functions up to 300 times faster. The Macintosh SE features firmware enhancements to run applications about 20% faster than the Macintosh Plus.

By adding cards to the new Macintosh SE or II, plus the new Macintosh 5.25 disk drive, users can readily import MS-DOS files from disk. Or use the

recently announced AppleTalk PCX card to transfer files from an MS-DOS machine over the AppleTalk network to the Apple LaserWriter printer.

The optional Motorola 68851 page memory management unit designed for attachment to the Macintosh II motherboard, allowing the computer to run virtual memory, multi-tasking and multi-user applications available under operating systems like UNIX.

Macintosh II

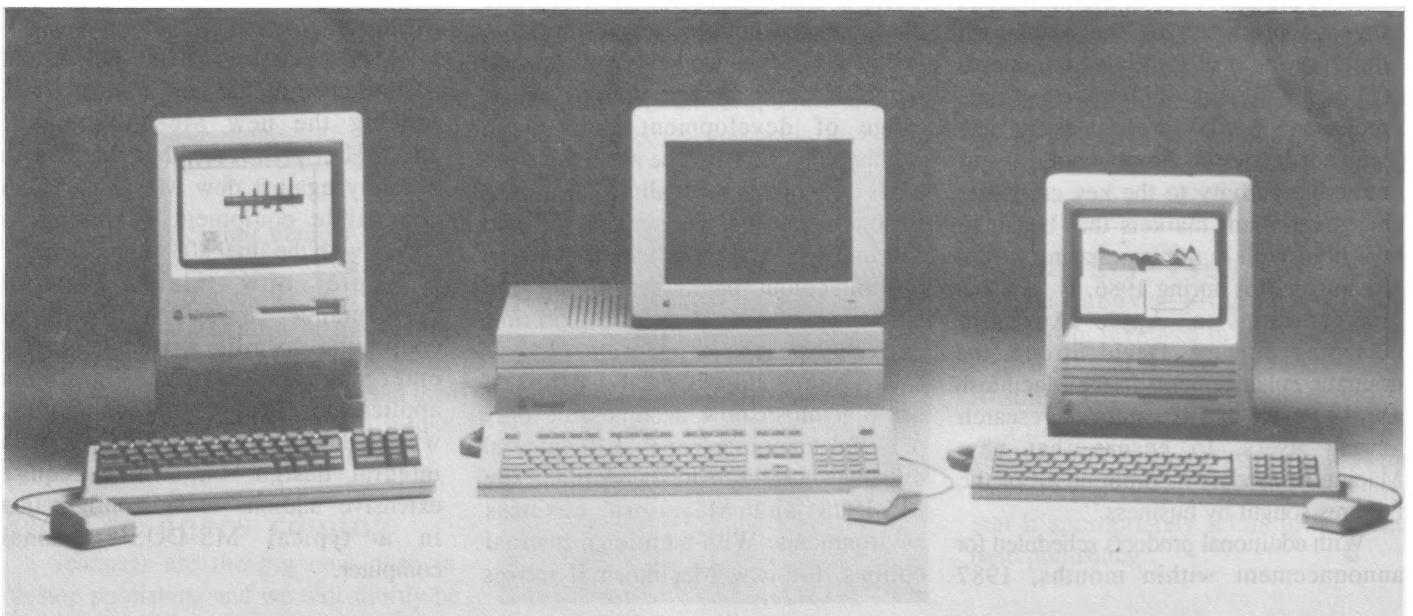
The top-of-the range Macintosh II departs from the familiar upright shape of other current Macintoshes. A wider case accommodates six slots and provides a platform for a choice of two monitors.

Two keyboards provide a further external option, with the basic unit having 81 keys, including numeric keypad and cursor controls. The extended keyboard includes the features of the general unit with a further 24 keys, including a T-cursor pad and function keys to duplicate commands encountered in alternative operating system and terminal emulation packages.

In Australia, the computer will be available in two basic internal

The new Macintosh range of personal computers.

From left: Macintosh Plus, Macintosh II and Macintosh SE



configurations:

-1MB RAM, and one built-in 800K floppy disk drive. Dealer installable options will include either a second floppy or an internal hard disk.

-1MB RAM, one internal 800K floppy drive and an internal 40 megabyte hard disk.

In both cases RAM can be expanded to eight megabytes on the main board using SIMMS (single, in-line memory modules), with further expansion to two gigabytes using the NuBus slots. ROM is 256K standard, from 128K to support future operating system enhancements.

Up to four times current Macintosh Plus operating speeds are achieved with the state-of-the-art M68020 microprocessor. A 68881 floating point co-processor allows completion of mathematical calculations up to 300 times faster.

A true 32-bit databus, NuBus, handles the six expansion slots and will support multiple processors for future expansion. Data transfer rate is 10Mb per second. No configuration of cards is required on installation and the industry standard databus is expected to speed third party development for the computer.

Multiple storage options include internal 20, 40 and 80 megabyte SCSI hard disks, which can be supplemented with additional drives via the external SCSI port. Floppy disk drives read both 400 and 800K Macintosh 3.5" disks and a new Macintosh 5.25" drive will be available to read MS-DOS data disks. Apple has also announced an external 40Mb Tape Backup, which connects to Macintosh family computers via the SCSI port.

Monitor options for the Macintosh II include the Apple Analog Monochrome Monitor, which generates true grey shades on a twelve inch screen (640x480 pixels. 76 dots per inch and a non-interlaced 66.7 Hz scan rate for flicker free viewing); and the Apple Analog RGB Colour Monitor, with a 13 inch screen (640 x 480 pixels. 69 dots per inch and non-interlaced scan rate of 66.7 Hz.).

Two options are available with the Apple Video Card - either 1 to 4 bits per pixel to display up to 16 colours or shades of grey; or 8 bits per pixel for up to 256 colours or shades of grey. Sixteen million colours are available on the colour palette.

Sound is supported by a custom chip, incorporating a four-voice design compatible with existing Macintosh sound and music software. The computer can create high quality digitised voice output.

Macintosh SE

Scheduled for delivery in Australia in March, the Macintosh SE is positioned between the Macintosh Plus and the Macintosh II. The computer features speed enhancements and new mass storage capabilities.

With Australian stocks expected in March, the Macintosh SE is the first expandable Macintosh, with a 96-pin Euro-DIN expansion port on the main logic board. Third party products to use this slot will enable applications such as the transfer of information between Macintosh and MS-DOS, and provide remote communication, terminal emulation, 68020 acceleration, Ethernet and token ring cards.

NuBus cards from the Macintosh II are not interchangeable with the Macintosh SE in transferring information from MS-DOS to Macintosh format. External 3.5 Macintosh drives remain as options for both Macintosh Plus and Macintosh SE configurations.

Using the same Motorola 68000 microprocessor as the Macintosh Plus, the SE also features firmware enhancements and a change in processor speed to give increases in operating speed of up to 20 percent.

In Australia, the Macintosh SE will be offered in two basic configurations:

-The base configuration will include the 20 megabyte internal hard disk and 800K floppy drive as standard fitout.

-The enhanced configuration will include the 20 megabyte internal hard

disk and 800K floppy drive as standard fitout.

The new expandable Desktop Bus protocol is included with the Macintosh SE, supporting both new keyboards and other daisy-chained input devices.

Peripherals

The following list summarises the Apple peripherals announced at AppleWorld. A wide range of third party peripheral and software items for the new products was announced simultaneously.

Macintosh II

- 🍏 Apple Colour High Resolution RGB Monitor
- 🍏 Apple High Resolution Monochrome Monitor
- 🍏 Apple 1Mb memory expansion kit
- 🍏 Apple 2Mb memory expansion kit
- 🍏 Ethernet Interface card
- 🍏 Video Card expansion kit
- 🍏 Apple monitor stand
- 🍏 Apple PC Drive Card for Macintosh II
- 🍏 Macintosh 68851 PMMU Upgrade

Macintosh II and Macintosh SE

- 🍏 Apple 81 key extended keyboard
- 🍏 Apple 105 key extended keyboard with function keys
- 🍏 Apple PC 5.25 disk drive

Macintosh SE

- 🍏 Macintosh SE-Bus PC Drive card

Mass Storage

- 🍏 20, 40 and 80 megabyte Apple SCSI Hard Disks. Internal and external versions.
- 🍏 Apple Tape Backup 40SC

Desktop publishing for the rest of us

GraphicWriter for the IIGS

by Gareth Powell

Desktop publishing has always been considered the preserve of the Macintosh push. Quite rightly. The Macintosh is a machine designed for the job. But what about the rest of us with our Apples? Are we to be consigned to the outer darkness and only allowed to use *Newsroom*?

Relief is at hand with *GraphicWriter*, a program written by Gary Crandall from DataPak, which allows an Apple IIGS to function as a desktop publishing machine - within limits - and provides some functions which are not, as yet, available even on the Macintosh.

The best way to regard this program is as a combined word processing and graphics package with desktop publishing facilities.

Right at the beginning of the manual Gary Crandall, the author, has a message for the user. The message is apposite and we reproduce the gist of it here.

"I have two very important rules to offer you while learning about *GraphicWriter*:

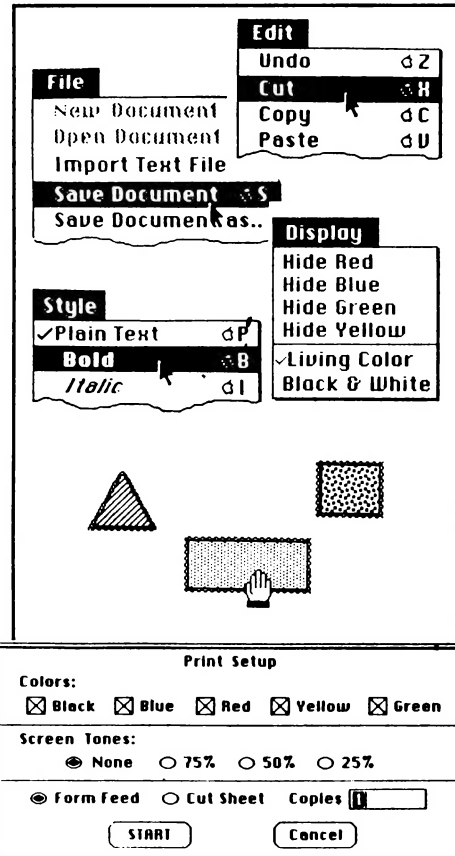
"1) Know all about your Apple IIGS and how to use it, and

"2) Do not confuse *GraphicWriter* with other Apple II software.

"I have discovered through contact with users of *GraphicWriter* that the most confusion and trouble is the failure to grasp its simplicity.

"These same people who were confused required little or no training to take a felt marker and start drawing on a piece of paper. They had very little trouble drawing lines or even 'pasting' pictures on some kind of art layout.

"And yet what I just described is as complicated as *GraphicWriter* ever has to



get. So I have found out that unlearning some other bizarre computer ideas, concepts or practices was usually the solution to most people's trouble with *GraphicWriter*.

"But just because it's simple doesn't mean it is not powerful. *GraphicWriter* was designed specifically to fill a gaping hole in the market for useful versatile software."

On booting up *GraphicWriter* you start with the main screen. The most obvious point about it is that it emulates

the Macintosh desktop environment to a degree. Across the top are a set of symbols which would not look out of place on *MacWrite*. Starting with a black apple you move on to file, edit, fonts, styles, format, page, display, regions and goodies. All classic Macintosh pull down menus.

Below is a black band on which appears the title of the document you are working on in reverse and below that a ruler which is shown in inches - metrication still not having arrived in a big way in the United States.

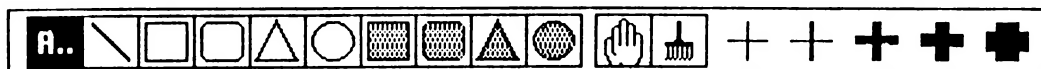
At bottom of the screen are a set of icons which comprise the tool box which is used by *GraphicWriter* in different phases of the operation. Along the right hand side and the bottom are scroll bars which help you move your text or illustrations around so that they are visible on the screen.

This is the classic Wimp interface as developed by Alan Kay for Xerox at the Palo Alto Research Centre and later modified by Apple for use on the Lisa and then the Macintosh. Wimp stands for Windows, Icons - the little pictures which indicate the way in which an application or service works - Mouse and Pull down menus.

Judging by the way things are moving on new programs for the Apple II series and, indeed, for other computers, it would seem that the Macintosh interface is soon going to be some sort of universal standard.

Once you have typed in text, if you wish to manipulate it you use the mouse to drag across and highlight the text you want to change. Again, this is standard

The toolbox



Macintosh procedure. You then choose a different face - plain, bold or italic; a different font; or a different size from the style menu.

There is a splendid improvement here on other programs.

By double clicking on the mouse on any word it immediately becomes highlighted and shift click will highlight the text between the cursor and the position of the mouse pointer.

All the other word processing facilities are present including cut and paste, formatting with the greatest of precision, left and right margin settings, automatic word wrap, line spacing, tabbing, automatic pagination, headers and footers.

There is also a page preview facility which allows you to see what a page will look like - in miniature - before printing. This is a form of wysiwyg - what you

see is what you get - but not the full article.

Another neat trick is that when you save you are told the amount of space left on the disk. There is also a facility for importing text files which have been created by other word processors, but you will probably have to do a search and replace after you have transferred the copy over to get rid of all the control characters.

Up to this point you have one of the best word processing

packages available for the Apple IIGS and undoubtedly some users will be more than content with that.

But there is more, much more.

Graphics

The graphics capability moves you from word processing into desktop publishing. Creating boxes, rectangles, ovals, circles of any size and any

SORRY - WE MADE A MISTAKE!

The price of Pactronics disk drive for the Apple IIc, advertised last issue, should have been \$269, not \$249 as we printed in the advertisement. Our apologies to all concerned. -*Australian Apple Review*

For the first time in Australia, the Pactronics APPLE IIc DRIVE

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- * More Efficient Program Usage
- * Speeds Up Data Transfers (No Disk Swapping)
- * High Reliability, Long Life Operations.

Price
\$269.00

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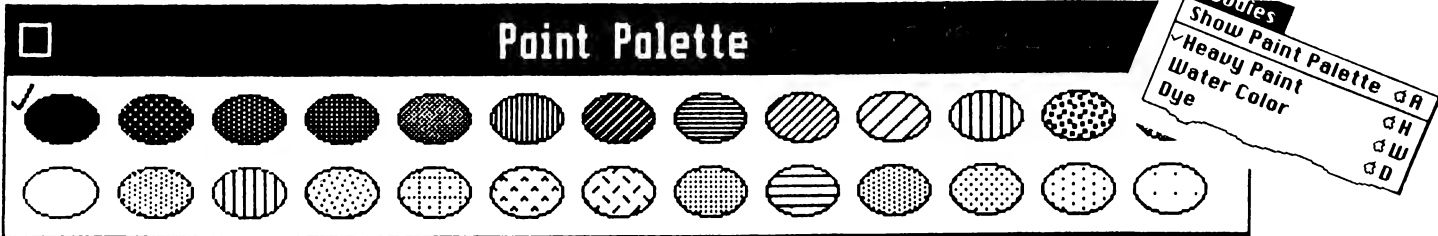
NSW: Pactronics, 33 Alleyne St Chatswood. (02) 406 5311

VIC: Pactronics, 51-55 Johnson St, Fitzroy. (03) 417 1022

Qld: CSQ Electronics, 66 Abbotsford Rd, Mayne (07) 52 9633

For all other states contact NSW Head Office.

thickness of line is so easy it is almost intuitive. Click on the shape you want on the menu on the bottom of the screen, tions and sample illustrations are included with the program. You can select colours in the dithering mode - a technique language like PostScript. It does not, as yet, allow printing to a laser. It uses bit mapped graphics and typefaces. It will



click in the place you want it to appear and then drag it to size. Easier to do than write about. You can then fill these shapes with a wide variety of patterns from the paint palette and also from a wide variety of colours.

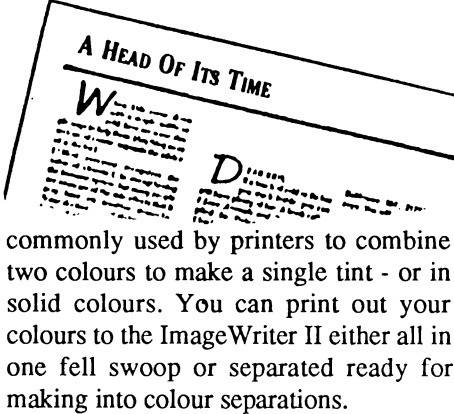
True, the colour part is only useful if you have a printer that can give you colour output, but the results that can be produced in this way are little short of miraculous.

One neat trick available on this program and not, I believe, on any other is the option to choose **heavy paint** - which is totally opaque, **water colour** - which results in mixed colours where two shapes overlap, and **dye** - which gives what you might consider a background wash or can be used to transform all the black lines of a drawing into a chosen colour.

You use the "region" pull down facility to create blocks of text and graphics in exactly the same way as a graphic artist would normally lay out a page.

Finally you can create templates so that if you are making, say, a monthly newsletter you can save the format from month to month, thus saving large amounts of time and effort.

This program can import any bit map image that fits its GS specifica-



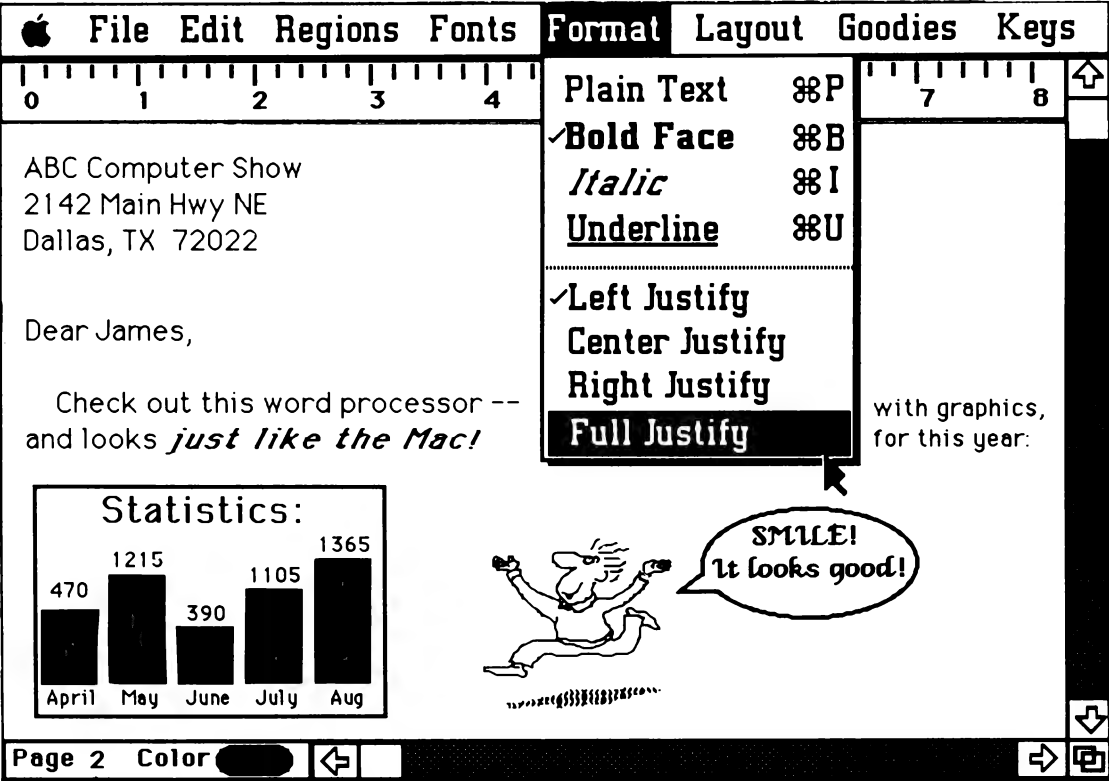
commonly used by printers to combine two colours to make a single tint - or in solid colours. You can print out your colours to the ImageWriter II either all in one fell swoop or separated ready for making into colour separations.

Is this then a real desktop publishing package?
No, it is not.
It does not contain a page description

not, as it stands, allow you to do desktop publishing in the full sense of that term.

On the other hand it is a remarkably powerful program that will allow you to produce presentations, newsletters, advertisements with great ease and facility and, if you have your ImageWriter II set-up properly, in full colour.

There is no doubt we will be seeing further enhancements for this program in the future - a driver for the LaserWriter is on the way. If you want a sophisticated word processing program with a graphics interface for the Apple II GS you need look no further.



Outlining as a literary form

by Gareth Powell

ENGLISH literature in the 17th, 18th and 19th century had an endearing habit of signalling what was going to come in every chapter of a novel by printing an outline at the top. This would say, in effect, "In Which Fanny Hill Comes to London; Seeks her Fortune; Ends up in a House of Ill Repute; Meets Handsome Jack the Jolly Tar; Has her Fortune Told; Makes the Ultimate Sacrifice . . ." and so on and so on.

It signalled what was coming, acted as an advertisement for the contents, and kept the reader up to date with the plot. My theory, never proved, is that they were written in this way because they were originally intended for publication as serials.

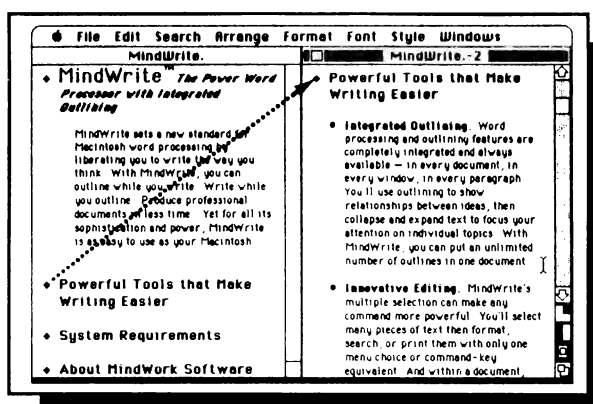
The greatest exponent of this literary style was Daniel Defoe - he of *Robinson Crusoe* fame - and it came to its apogee in his slightly ribald novel, *Moll Flanders*.

This system of organizing one's thoughts in a precis form is also deeply rooted in the American education system - not that I believe there is a connection between the two phenomenon. It is apparently not so widely used in the Australian system - but I am open to correction here. Students in America are taught when writing papers to use the outlining method - an extension of the *Moll Flanders* system - to set their thoughts into logical order so that their written work flows.

Whether this is a good or bad thing depends on your approach.

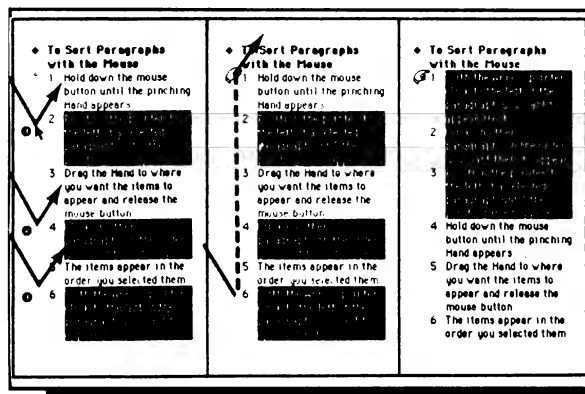
When it is done using pen and paper it has always struck me as being a labori-

ous nonsense. But where it is part of a word processing program for a computer it comes into its own. It works, and works well.



With MindWrite, you can open many different windows on the same document.

Use the mouse to select and gather paragraphs in one location, in the order you specify. Or print, search or format them independently of other text.



The manual puts it rather neatly if just slightly pompously, "Ideas - the product of thought and knowledge - are the fragile seeds of human progress. Before you can win acceptance for your ideas, you must first put them in a form you can share with other minds . . ."

Philip Adams, the journalist, advertising man and lousy morning broadcaster, says - and I concur - that anyone can write. There may be degrees of difficulty to be sure, but the basic talent of putting

Outlining on a computer works as well with an essay on how to avoid nuclear wars as with an article in a newspaper explaining the complexity of the new Macintosh II line.

words together to get across a thought, an idea, a story is innate in all of us. All that is needed is a way to release that hidden power.

One way is to use the American system of outlining as provided in a new Macintosh program called *MindWrite*. (In some ways this program is similar to *ThinkTank 128* and *ThinkTank 512* which were early idea processors on the Macintosh. However, because it is based on the concept of a word processing program operating as an idea processor I find it much easier to use and more encouraging for the tyro writer.

In *MindWrite* you can open as many windows as the memory in your Macintosh allows, mark paragraphs that have changed since a specified date, create and format a table of contents, number sections and lists

which *MindWrite* will renumber automatically when you make any changes, store everything you cut or copy in an accumulative clipboard and then rescue edited text as needed, set preferences for options when you boot the program and create style sheets to suit your method of working on different documents, count characters, words and paragraphs - useful if not essential for the professional writer, sort lists and use powerful and sophisticated search and replace commands.

Outlining on a computer works as

SOFTWARE REVIEW

well with an essay on how to avoid nuclear wars as with an article in a newspaper explaining the complexity of the new Macintosh II line.

Start off with a title which describes what you want to say. It doesn't matter what the title says as long as it is in your mind descriptive of the end result that you are aiming for. Waste not your time on writing a snazzy grabber of a title. That rarely comes until you have finished writing your magnus opus.

No sub-editor on a newspaper would try to sort out a precise title before an article is finished - and they are experts in this area. Neither should you.

Under the title you break down what you are going to say into component parts. If you find this less than easy use the simple and logical choice of The Beginning, The Middle and The End.

Under The Beginning write a series of explanatory lines - sub-heads - which introduce what you are going to talk about and explain the basics to Absolute Beginners. Proceed to expand any section that you can. You need not use logic. Indeed, I would suggest this is, at this stage, counter-productive.

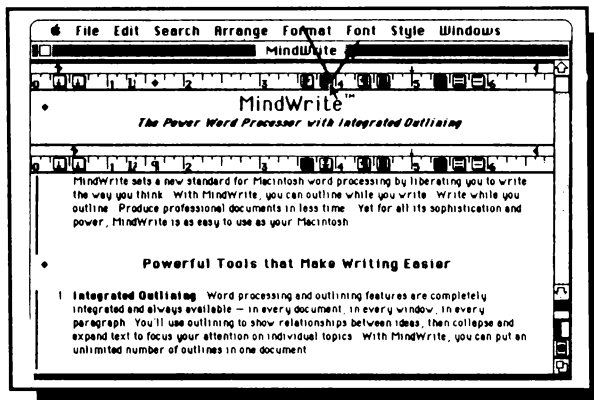
(For those who are not convinced that an illogical approach assists clear writing may I recommend Tony Buzan's book on learning which is published by Penguin Books. If that doesn't convince you, nothing will.)

In the *MindWrite* handbook they suggest you approach the problem in one of two ways. "With *MindWrite* you can write the way you think. If you write best by jumping in and polishing later, use *MindWrite*'s word processing to enter text as it comes to you, then use outlining to rearrange and structure your ideas. If you prefer, use *MindWrite* to develop a multilevel outline and expand it later by adding text."

You can leap around in a totally un-

structured way expanding a section here, introducing a new sub-section there, copying in informations adding explanations, expounding on points of belief.

In theory you would and up with an unreadable hodge-podge, and indeed, in practice, you may view the finished work



Intelligent rulers govern headings independent of body text, so you can give them different formats without inserting rulers between them. The bars in the left margin mark which paragraphs the automatic time and date stamps indicate have changed since a specified date.

with some dismay, but fret you not unnecessarily, Sorting it all out is a doodle.

In *MindWrite* you have the built-in ability to zoom in to the nitty gritty of a paragraph or pull back and have a bird's eye view of the whole work.

When you survey the finished product you will see, quite easily and clearly, that the order can be changed to better effect, that some areas need expanding, that some areas may need condensing or even melding into each other. If you had to do this with pen and paper you would very possibly give up in disgust, but *MindWrite* is such an easy, intuitive program to use that you find yourself shuffling the order of various points in the article in several ways just to see which look the best, which seems the most felicitous.

It is the ability to organise and reorganise and, if need be, re-reorganise, the

way in which an article proceeds that makes outlining such a useful tool

If you have trouble in writing, if you view the thought of preparing a large and complex report with dismay, then there is no doubt that *MindWrite* is the program for you.

The question will no doubt arise - would I use it? The answer is both yes and no.

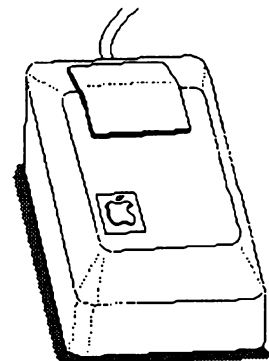
For standard newspaper length articles of, say, 800 words or so I would ignore such a system and pound my copy straight in to the machine, but I am trained to do this. On average I put out 6,000 words a day. I am writing this article on an early morning train from Pulborough in Sussex to London and I simply do not need a thought processor for this shortish article because, as far as I can ascertain, I have that ability burned into my brain from writing an uncountable number of articles.

On the other hand, I recently had to write a short book on facsimile transmission. The subject is complex, relatively unresearched, highly technical. For that I used *MindWrite*, starting off with a series of headings which eventually became the chapter headings, and then proceeded as instructed by the *MindWrite* manual. The result is a work that, if I say so myself as shouldn't, is logical, coherent, organised.

For me that one book more than paid for the price of the program. I commend it to you.

Distributed by: OziSoft

Price: \$295.00



RamFactor and RamWorks III interface boards

by Gene Stephan

Distributed by:
Powertechnik Pty Ltd, PO Box
143, Killara. (02) 439 5488

Available for:
RamFactor: Apple II+, IIe, IIGS
RamWorks: Apple IIe

There are a number of expressions or quotations which spring to mind when reviewing some items of computer technology. These expressions are usually in the vein of "if we'd been meant to fly we would have been born with wings". Unfortunately sometimes we do fly - not because of our nature or because we have no alternative (feet), but because of some dire necessity. RAM cards over 64K for 8 bit processors I would put into this class.

There are two cards up for review this month, both from the same source. Some of the comments will be cruel, but certainly when looking at the overall packages, the designers foresaw some of the criticisms and have included utilities which can push the boards into the area

of 'necessity'.

One board is RamFactor and the other RamWorks III. Each has been designed for a different purpose, though basically both serve the same function - increase the RAM in your Apple II to megabytes

Before looking in detail at the products, some comments should be made about RAM on micros running processors such as the NMOS 6502 and CMOS 65C02. The user registers are 8 mbits wide and the external addresses are represented by two such values (16 bits) which gives an address space of 2 to the power of 16 - or 64K. Anything over and above that limit is auxiliary RAM and cannot be used in the same way as main RAM. Through setting soft switches, the 128K of an extended IIe can be used, but not readily, not efficiently and in many cases not practically - unless specifically programmed. This has only really been done with Appleworks, (Apple trying to position the II as a business alternative in the mid 80s) and some graphics programs.

This means that RAM over and above the 64K limit is best used as RAM disk

or print buffer - utilities rather than expanding specific applications. The Apple IIs (not including any potentials of the gs) are just not the right machines to run memory intensive programs. This is not criticism - I'm using one now - it's just a plain statement of fact in 1987.

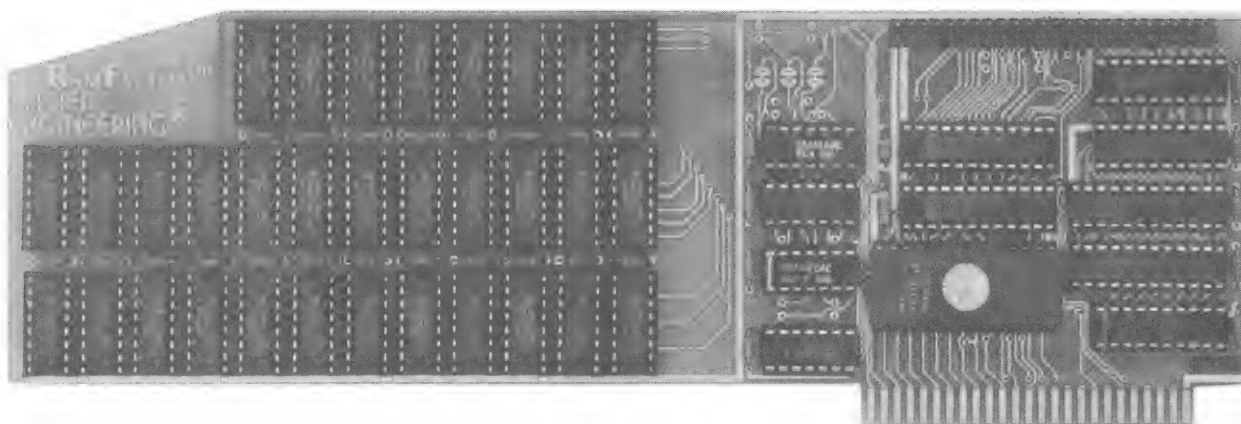
Hence my initial comment about flying - what do you do with a Meg of RAM in an Apple II? One thing you can do is tell your friends. Another is to save a bit of money in the first place and not put it in. A third alternative is that you might just have an application.

RamFactor

First a look at RamFactor. This board was designed for the II, II+ or IIe and comes in four memory sizes from 256K to a Meg. The board is well made, clean and comes with a disk and a manual.

The board can inhabit any slot apart from Slot 3 and works exactly as stated in the manual.. As a RAM disk, you simply push it in, copy any programs

The RamFactor Board



BOARDS - APPLE II

Figure 1

- * AppleWorks PROGRAM disk autoloader in to memory. Improved AppleWorks Speed; Fewer Program disk accesses
- * 5,100 lines in the Word Processor. (Versus 2,250 lines.)
- * %,100 records in the Data Base. (Versus 1,350 records.)
- * Multiple disk file saving capability...To save larger Desktop files.
- * Time display and Data Base time-stamp capability. (Option, for ProDOS clock cards.)
- * AppleWorks 1.3 will now run on an Apple II Plus with 128K or more RAM.

you may want there and work with it as a super fast drive. For example, if the card is in slot 4., you can copy your program file across and then do CATALOG, S4, D1. Immediately a directory will materialise on the screen.

I have already spoken about the advantages and disadvantages of RAM disk in the *Australian Apple Review*. They are

spike and all that data is gone. It makes the slow but physically more meaningful magnetic media a far more reassuring place for data. Programs, well, they can always be re-loaded without too much trouble.

As print buffers, I have found that unless there is some logic (CPU) coupled to that extra RAM, printing can

have a cup of coffee and come back when the print is over rather than overburden the 6502. However these comments are general as RamFactor does not have print utilities.

Instead, as alluded to at the beginning of the review, RamFactor puts another factor to work. It concentrates upon an existing application and seeks to make it better. And, better in two ways - one by increasing its capability and the other by opening it up for the II+. The application is Appleworks and for Appleworks users, or those with a II+ wanting to use Appleworks, RamFactor is definitely worth a look.

The benefits are outlined in **Figure 1** which is from the manual.

The accompanying disk offers a utility which patches the Appleworks program and allows it to run on a II+ with a Videx or similar 80 column card. For some this utility could be worth the purchase price of the card.

My only major reservation with RamFactor was the lack of support for CP/M. DOS 3.3, ProDOS and Pascal (1.3) are supported and the Ram disk can even be partitioned, but no CP/M. A Z80 softcard is totally ignored and CP/M doesn't access the extra RAM. Why I feel this is unfortunate is because some CP/M programs such as *dBase* have umpteen overlay files and to have the whole lot in RAM would speed matters up dramatically. Similarly, data can be read

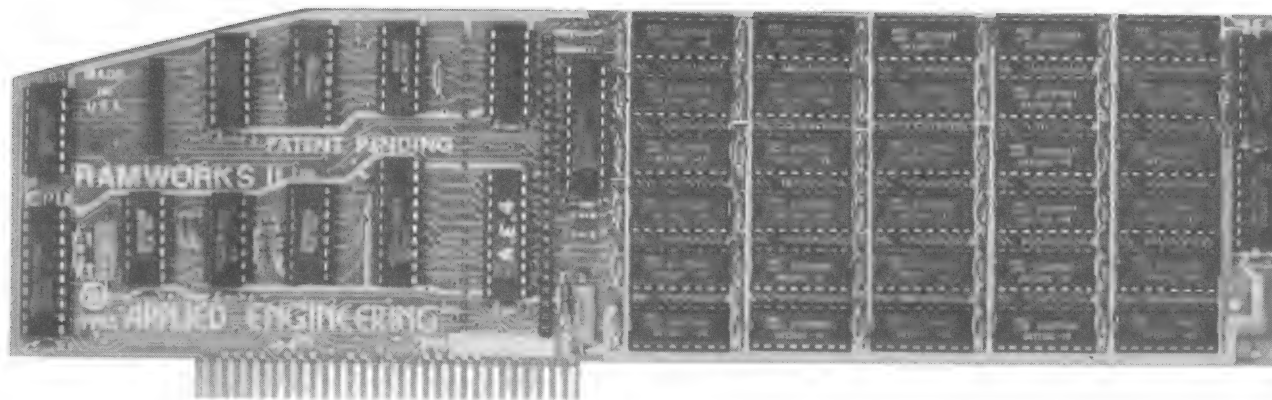
Figure 2

- * Improved AppleWorks Speed...Fewer Program disk accesses.
- * 15,200 lines in the Word Processor. (Versus 2,250 lines.)
- * 15,200 records in the Data Base. (Versus 1,350 records.)
- * Greater Spreadsheet capacity.
- * Clipboard expanded to 2,042 lines. (Versus 250.)
- * Expanded Desktop...To allow larger Desktop files.
- * Multiple disk filing capability...To save larger Desktop files.
- * Built in printer buffer. (Option, when used with standard printer interfaces.)
- * Time display and Data Base time-stamp capability. (Option, for ProDOS clock cards.)

great, but they are dangerous to use as data drives unless the RAM is battery backed-up. One trip over the cord, one

interfere with normal program execution. If the printer is looking at the CPU for information, then my advice is to go and

The RamWorks



BOARDS - APPLE II

from the floppies, sorted or otherwise manipulated in RAM and then returned to floppies faster than doing it in the traditional way - CP/M programs have a habit of using disk space as scratch memory and so do a lot of reading and writing .

RamWorks III

RamWorks III is a similar product though it is only available for the IIe and can increase RAM up to 16 Meg total (up to 3 Meg on a card). It does however also give 80 display and an RGB out is optional. A simple way to sum up would be to call it a very extended Apple Extended 80 Column Text card.

As such it does support 80 column mode for CP/M applications, but again, the extra RAM may as well not exist.

It does however do even more wonderful things to Appleworks than RamFactor. These are listed in Figure 2, and, according to the manual, "depending upon how much memory is installed on your RamWorks III, you could have a desktop size as large as 2,277K." That is what this humble reviewer would consider quite a reasonably sized desktop. (See Figure 2.)

So overall, while I question the value of RAM cards on Apple IIs, the utilities provided with the Applied Engineering products do make them useful above just RAM disk applications. This is probably the crux of the review - if you do want to go with Appleworks or expand upon your Appleworks environment then certainly the cards are worth a very, very close look. If the Apple is sitting there generating invaders, doing a bit of chemistry or algebra, or engaged in some CP/M tasks, then you could definitely find a better use for your money. 🍏

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The Star NX-10 Printer

Looking for a new printer? Eric Holroyd checks out this third party one.

I've had my Star Gemini 10x for over two years and have been more than satisfied with it so I was pleased to have the opportunity to review a later model Star printer known as the Star NX-10.

This has many features not found on earlier printers such as easy front panel control of many of the things you'll want to do when printing a document.

Features selectable from this "touch-panel" include:

- Left and right margin settings
- Forward/backwards micro-feed
- Two types of self-test
- Panel mode *
- Form feed to top of next sheet
- Italic mode
- Hex dump mode
- Print mode selection **

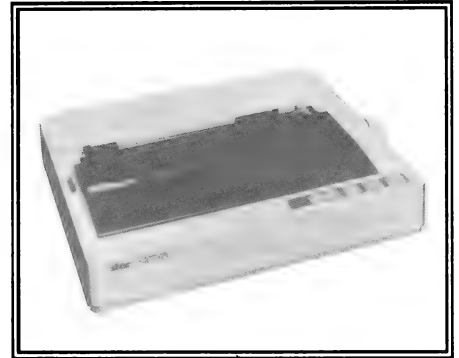
* Panel mode locks out control-commands sent by your word processor or other program, allowing you to print another copy of your document in, say, condensed print (136 columns) without any changes to the command string.

** Mode selection includes 80/96/136

(this means characters per line on normal paper), or in other words normal size/elite size/condensed size characters, OR you can select NLQ which give normal sized print in Near Letter Quality printing.

The NX-10 is very easy to get up and running as the instruction book is reasonably easy to read, plus there's a very handy plasticised "help" card to keep on the desk, and a sticker of Control Panel commands which you can stick in a convenient spot for reference.

This printer uses a cartridge ribbon which just drops into place and by simply moving the print-head sideways (with the printer off-line) the ribbon is automatically fed into place and you don't get your hands dirty! Replacement ribbon cartridges are readily available at around \$16 or you can get a refill, called a Zip-pack, for around \$7 or \$8 which you can fit into the cartridge yourself. It's all explained in the instruction book, which I found to be easier to understand than some other instruction books I've had (or maybe it's me that's finally learning something!).



Being a non-Apple (or third-party) printer, the Star NX-10 needs to be connected to the Apple with a suitable interface so that they can "speak the same language".

The Star NX-10 comes fully equipped with a tractor-feed for continuous paper, or you can easily feed single sheets in manually for special jobs. It sells for around \$540 from most printer and computer outlets.

My review model was further equipped with an automatic sheet feeder, which is great as you just stack an inch or so of paper sheets in the feeder (much like feeding the office photo-copier) and from there on the feeder does it all. Press the print button and a sheet is fed in, printed and ejected into a holder on top of

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HARDWARE

the printer. At around \$165 it's a very useful printer accessory and I loved it.

The Star NX-10 supports all normal word processing functions like: horizontal and vertical tabbing, underlining, superscripts and subscripts, text-centering and aligning etc etc and has some great extra features as well. On the Star NX-10 you can actually back-space and over-print one character on top of another: also if you wish to print the figure 0 (zero) without the slash mark through it you can: then you can produce block graphics (if you wish to design your own logo for example): in addition you can set up a "macro" definition which will do up to 16 things with one command.

There are also character-sets for 11 different countries built into the NX-10

and they're easily accessed by sending control codes: furthermore with very little effort you can print in Double-size print (that's both double height and width!) and in Quad-size print which is double-sized Double. Great for eye-catching headings etc.

This Star printer also allows you to use **proportional** printing which makes your document look even better. Normally a printer allows the same space for a letter 'm' or 'w' as it does for an 'i' or an 'l' when really these last two letters need less space vertically, or in other words some letters need "proportionally" less space than others. A simple control code puts the NX-10 into proportional mode either from your own programs or from within your favourite word processor

and it's all taken care of automatically.

The NX-10 was compatible with all the graphics printing programs I tried on it including: *Print Shop*, *Printmaster*, *Doodle*, *Koala Painter*, *Certificate Maker* etc and did a good job on all of them. It ran all of my *Easy Script* files which had embedded commands for the Gemini 10x and I thought it was a nice printer to work with.

If you're looking for a good all-round printer for word-processing and graphics printing then this could be just what you need.

The Star NX-10 Printer is distributed by Star Micronics, Unit 7/25 George St, Homebush, NSW 2140. (02) 736 1144.

LETTERS

Letters

Zorro Hints

Dear Mr Powell,

Firstly, let me congratulate you on your extremely well compiled magazine - *The Australian Apple Review*. I am a 14 year old subscriber and enjoy all the articles - especially software and graphics reviews. I have an Apple IIC Computer, ImageWriter, mouse and other various accessories.

Secondly, your *Zorro* game review in an early 1986 issue sparked off my curiosity, so I went ahead and bought the disk. You wrote, and I quote:

'If anyone manages to complete the subterranean section involving a large balls and several pulleys please contact us as soon as possible to divulge your methods.'

Well, pull out your dust-covered copy and get ready because I have managed to get through that screen and as a result, the whole game. Here is the hint:

In the left hand corner of the screen you will see a gap in the floor. Jump down here, get the flower-pot (I hope you are following!) and jump your way back

up. Now with the added weight of the pot you will be able to manoeuvre the ball on to the far ramp and 'Whammo!' you've got the cup. Well, not quite! Now you must get down that ladder somehow. Go back up, get the bottle, stand in front of the Chinese waiter and press the button. He drinks, becomes drunk and exposes his stomach. Bounce yourself up to the top level, wait for a guard to come out of the far left door and then, without killing him (or getting killed!) force him over the edge. He lifts the parcels up and you can climb down and get the cup. The rest of the game is fairly straightforward and you should be able to complete it from there.

Two more things -

1) The trumpet is a red herring.

2) Don't expect your wife to be satisfied when you try to rescue her the first time. Something romantic (like a rose!) might come in handy.

Thirdly, after struggling though the *HitchHiker's Guide to the Galaxy*, and succeeding, I am now tackling the Zork series. In *Zork 1*, I can get up around the 200 points mark. But one question - HOW DO I KILL THE DAMNED THIEF ?!!!!

Shamus Sillar

Lismore

Apple IIGS User Group

Please note that with the release of the Granny Smith 2.8 times faster, Apple IIGs computer a number of Apple hackers have broken away from their long time standing Users groups right around Australia and formed their own IIGS Users Group.

As Apple Australia has kept all documentation on the technical data on the IIGs under a total state of security, we are dedicated in one purpose to break these codes so more useful use of the machine can be achieved.

We have discovered in many areas that there is much more to this machine than first meets the eye and Apple Australia are not giving away the real reason for its release at this time.

Anyone suffering the frustration of not being able to achieve what they should be able to from this machine, are welcome to contact Terry Cass on 688 2701 as we would like to hear from them.

Terry Cass
Apple IIGS User's Group
Post Office Box 218
Wentworthville 2145

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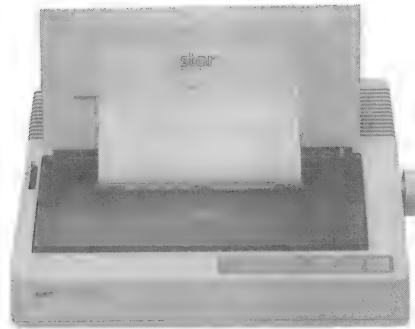
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GS-RAM:	Memory expansion 256K-8MB.+ Appleworks expander.				X
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Omnis 3 plus

the database for power users

by Gareth Powell

The *Omnis 3 Plus* database series have been around for a wide variety of computers for a comforting period of time. Comforting because, as Matt Whelan the database king says, the most important point to consider when choosing a database is whether it is well established and well supported.

Omnis is both of these.

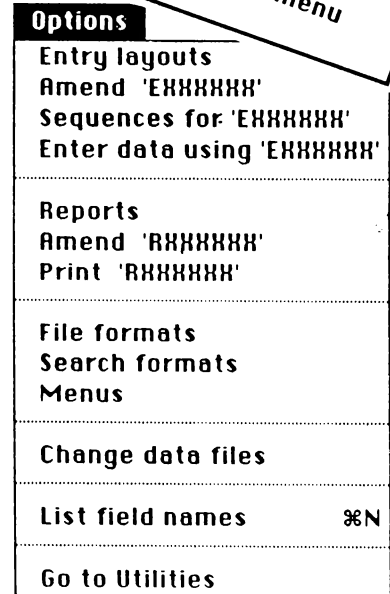
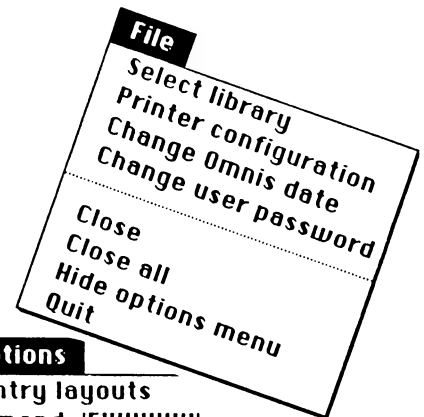
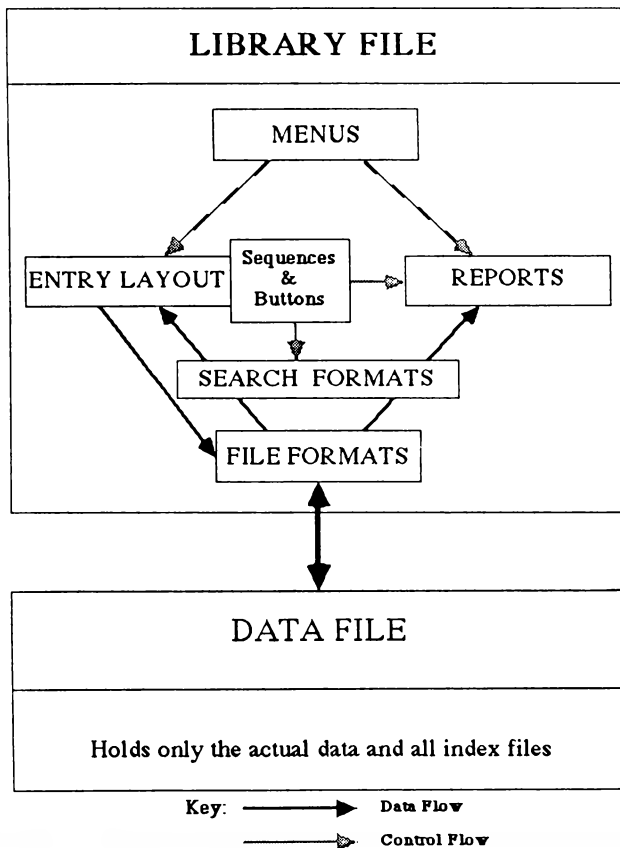
A computer magazine in the UK recently reported that "the package has been steadily gaining ground on conventional systems, its popularity due in large part to the reputation of its suppliers, Blyth Software, for providing good support both to dealers and end

users."

A check around Sydney and Melbourne with users we know confirmed that the same applies in Australia.

On the Macintosh, *Omnis 3 Plus* is a powerful true relational database - certainly the most powerful currently available on the Macintosh - which allows for the handling of up to 12 data files at a time. (The more data files that can be handled the more powerful a database package is. If it can only handle one file at a time then it is a filer, not a database, no matter what the advertising says.)

An Omnis 3 plus Application



Omnis 3 Plus applications consist basically of two kinds of files. The first are the data files which hold the information. The second are the library files which hold the stylesheet for the data, stating how and where it will be laid out on both the screen and the printed page, how it will be processed and what the report specifications are. This program is so powerful that very large files that stretch across more than one disk can be used. When we say very large files we mean very large files. As in 160 megabytes.

There are two ways that you can use *Omnis 3 Plus*.

As it comes out of

the box, when you can use all of its immense power and all of its functions without it being specially tailored to your needs.

Or - and this is, indeed, the way to go - you can take advantage of *Omnis 3 Plus's* almost unique ability to be tailored, to be moulded, to suit your exact needs, your exact requirements.

You can so arrange it that when you boot the program it is hardly recognisable as *Omnis 3 Plus* except for the speed at which it works. Because it is implemented on the Macintosh and makes full use of its user friendly features, it is possible for the fairly inexperienced novice to put together a tailored program of immense scope and power without being bogged down with a complex and hard to learn command language as on some other systems.

Omnis 3 Plus is a menu driven program and it is perfectly simple to construct your own menus to suit your particular application.

When working with *Omnis 3 Plus*

OMNIS 3 PLUS - SECURITY LAYERS

LAYER	DESCRIPTION	METHOD
1	Option Access	The option access for each level of user is set from the Change user password option on the File menu.
2	Format Access	The access for each individual format is set from the corresponding command window for each format type.
3	Sequence Access	The access for each sequence is set using the Set sequence access option on the Amend sequences menu.
4	Command Access	Access to individual commands within a sequence can be controlled by checking the value of #UL (user level).

you first set up a format for a file, naming and defining the fields, specifying the indexes and the file connections. At the outset you have to make a rough estimate of the final size your file will be, although it is possible to expand it later. Once *Omnis 3 Plus* has the information it sets up a file area big enough to hold the entries forecast by you.

Information is entered interactively and you can create a maximum of 12 screens for an entry format including reference to 12 files and a maximum of 120 fields. Off hand, I cannot conceive the possibility of ever approaching these limits, but Matt Whelan says that is simply because of my inexperience.

There is an immense range of attributes you can give each field - attach a message, calculate its value, supply a default value, make a field invisible or for display only. There are at least three types of entry validation available.

Once a database has been set up, entry

the same time the program is so well constructed and the documentation is so thorough that an absolute beginner could make a fair fist of setting up a complex database.

If all this makes *Omnis 3 Plus* sound like the perfect database program, it must be admitted that on the Macintosh it is very close to being just that.

of information is extremely rapid and the ability of *Omnis 3 Plus* to sort fields and produce reports at high speed is little short of miraculous.

Omnis 3 Plus is a power database for the power user and - peace to Matt Whelan - it is hardly possible to think of a situation with which it could not cope. At

Some slight irritations.

It is copy protected which can make working difficult. The copy protection works at random so that you do not have to insert your master disk every time - only sporadically. I still find it irksome.

Secondly there is an inherent limitation in the number of characters in a text field - 79 - although with this new version you can join fields together seamlessly. Nevertheless, in a search each single field still has to be separately defined.

Omnis 3 Plus seems to me to have balanced beautifully the needs of the professional power user and those of the relatively inexperienced beginner.

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WriteNow— a powerful and unusual word processor

by William Bullock

WriteNow is a new Macintosh word processor written in assembler by Chris Stinson, Bill Tschumy, and D. John Anderson, for NeXT. Bill and John have PhDs in Zoology, which is a bit of a change from computer science, but that hasn't stopped them creating a powerful, and in some ways unique word processor.

NeXT is Steve Job's new company, and he would be looking to gain face

You see all your footnotes, columns, graphics, page numbers, headers and footers, and even the physical position of the page breaks on screen where they will print. You can also view the spaces and the print edge of the paper so that you can format your document exactly as you want it. The speed with which *WriteNow* updates text changes and does spelling checks is also worth seeing, and is no

attention to features interesting or unique to *WriteNow*.

The File menu is reasonably straight forward, with a couple of interesting options.

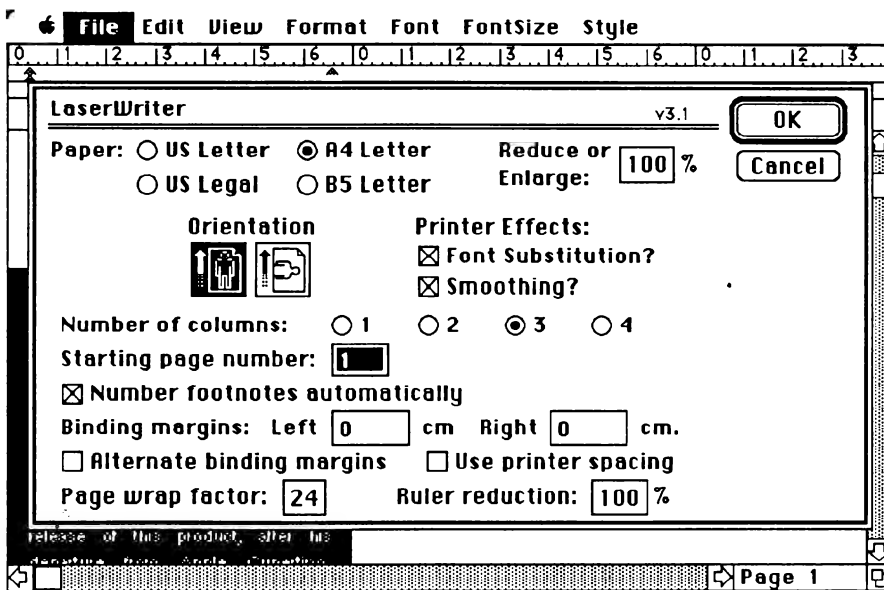
Revert to Saved and Revert to Backup are very useful when reworking documents over a period of time or with large documents. *WriteNow* automatically keeps two copies of your document for you, and these options are used to manipulate your backups.

Page setup offers the selection of 1, 2, 3 or 4 columns, automatic numbering of footnotes, etc. It is also interesting that if you select page setup from within a document, *WriteNow* automatically selects the document and any changes you make are carried out instantly. Binding margins: to allow for the reservation of blank space for binding printed documents; Ruler reductions: maintains the proportions of your document if you choose to print at a reduced size; and Page Wrap factor: which allows you to choose the tallest line that can continue from one page to the next.

The Edit menu contains options to copy and paste rulers, search (including search backwards), and replace capabilities and is also where the built-in spelling checker is to be found.

The spelling checker is undoubtedly one of *WriteNow's* main features. It consists of a 50,000 word dictionary, which can be taught new words and spellings. Unfortunately, but as usual, we have to put up with American spellings. So, "colour" will be considered a misspelling. You may then add it to the dictionary.

Another interesting feature is the 'Guess' option where the checker will



with the release of this product, after his not so pleasant departure from Apple Cupertino. Distributed in Australia by SCA, it could well become their Macintosh flagship. (RRP \$360.00).

It has many outstanding features, including possibly the best implementation of WYSIWYG to date in any word processing program (as opposed to a page layout program) for the Macintosh or any other personal computer.

doubt due to having been written in assembler language.

Virtually all menu commands have a <command> control character, an often asked for and rarely available option. This means that you can operate almost entirely from the keyboard, without using the mouse. Cursor keys (arrow keys), though, are not utilised. Power word processor operators take note.

I will not note all options in all menus, but will attempt to draw

look through its list and try to find the word you mean. It is not however, intelligent enough to guess at physical if you type fiscal, but it will offer fiscal in this case. If there is more than one possibility you are offered as many as can be fitted in the dialogue box at one time, so you can pick the most likely option. One of the other important options in the spelling checker is 'forget'. Using this feature you can delete those dreaded US spellings as they rear their heads, and replace them with the 'correct' spellings.

There is great debate within the computer world about spellings, and a degree of Americanisation seems to be permitted. For example, you will usually find that programme is accepted if spelt program, although spelling colour as color is considered unacceptable. Luckily, we have freedom of choice . . . don't we ?

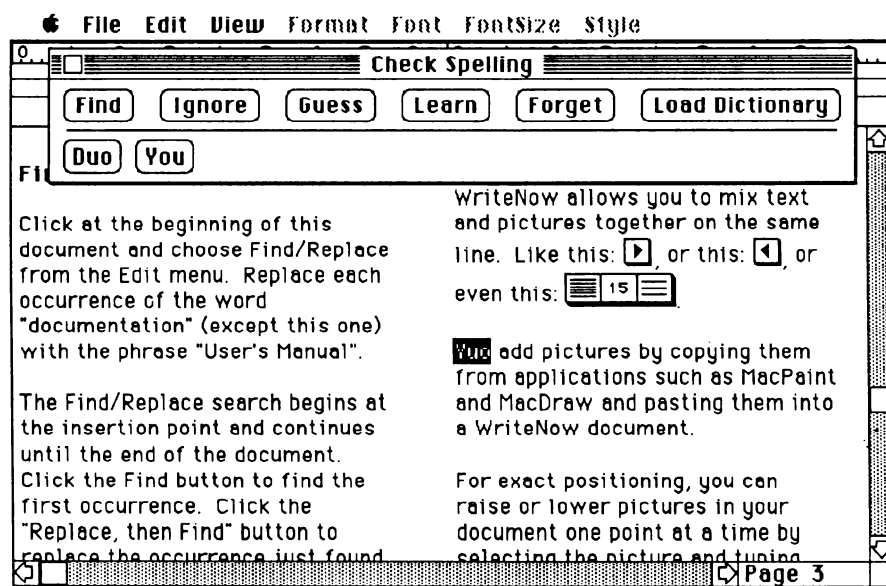
The next option in the edit menu is Check Next and is actually part of the spelling checker. It allows you to check spellings without having the spelling window active, and is very useful.

My only complaint about the spelling checker is that when it first becomes active, the misspelling it finds may be behind its window, and you will have to move the window to view it. This is not a major problem.

The View menu has some interesting features, notably Show Markers, Show Space, Go to Selection and send behind.

Show Markers displays a small graphic symbol to show where headers, footers and footnotes are entered on the page. Show Space, places a dot in every position where the space bar has been pressed, and also displays the spaces inserted by the program when it justifies your text. This command also displays where carriage returns have been entered, and the dimensions or margins of your page.

View footnotes brings the footnotes window to the front and allows you to edit them as necessary. Go to Selection will find the current insertion point if it is not visible on screen. Send Behind

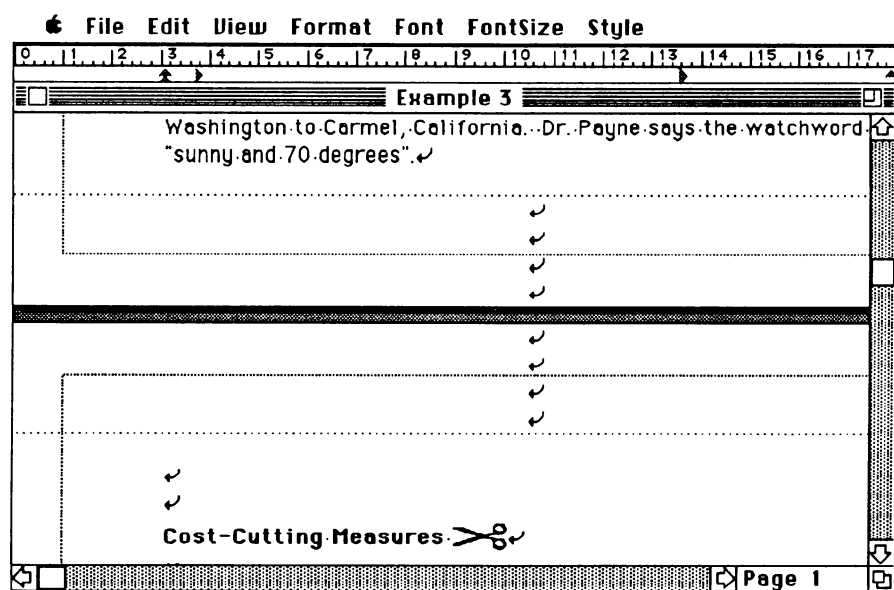


sends the current window to the rear. If you have a large number of windows open, (WriteNow allows you to have several, only limited by your available RAM).

The Format menu offers Hyphenation, the control of Headers and Footers, Footnotes, Time and Date stamping, (taken from the system clock), Page Breaks, the ability to keep blocks of text together on a page rather than leaving orphans and widows (single

words or lines at the top of a page), or the ability to split blocks over a number of pages.

The implementation of footnotes in WriteNow is excellent. They are displayed on screen as mentioned above, and you are given the option (in page setup) to decide whether you wish to number them manually or automatically. If you choose auto, which is the default, you simply choose Insert Footnote from the menu and type in whatever text is



relevant to that footnote. If you decide that you require a footnote prior to a footnote you have already entered, you simply choose your insertion point and *WriteNow* automatically reorders all subsequent footnotes, placing them at the bottom of the column the footnote appears in.

The Font menu is as normal, but the FontSize menu has some very interesting features. By selecting a piece of text, and either selecting larger or smaller (or the <command key> equivalents) you can alter the size of your text in increments of 1 point to any size from 4 point to 127 point. This is a great feature but is only really useful if you have access to a LaserWriter, because, with a dot matrix printer you will only get a bit image representation of the text. The thing I don't like about this is that you don't have the option to type in the font size you want directly. Therefore, to go from 48 pt (the maximum on the menu) to 127 you have to hit <command>0, 79 times. To be honest, there aren't that many applications where 127pt is required, but there are better implementations of this feature in other Macintosh programs.

The Style menu is notable for containing the Condense and Expand options as standard. These have always been available in the Macintosh interface, but few programmers have bothered to use them. They are very useful for reports, particularly on dot matrix printers.

Using WriteNow

As mentioned the speed of *WriteNow* makes it a pleasure to use and move around, even though I would like a GOTO page# option for larger documents. Being able to work in columns and see them on screen is great, and this article was originally written in a three column format using *WriteNow*.

As a page layout program (which it isn't) it has one major drawback. That is that if you have a graphic image, that you would like to stretch over more than

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SOFTWARE REVIEW - MACINTOSH

one column or across the page, you can't do it. It does however, have the ability to insert graphics right next to text, and to alter the size of the image proportionally, (within the constraints of the column layout you are using).

Translator

As well as the sample files you receive on your *WriteNow* disks, there is another program called Translator. Translator allows you to convert to and from a number of other file types

it in many situations where *MacWrite* would previously have been used because of space constraints. This is particularly important if you don't have a hard disk, or are working with 400k drives.

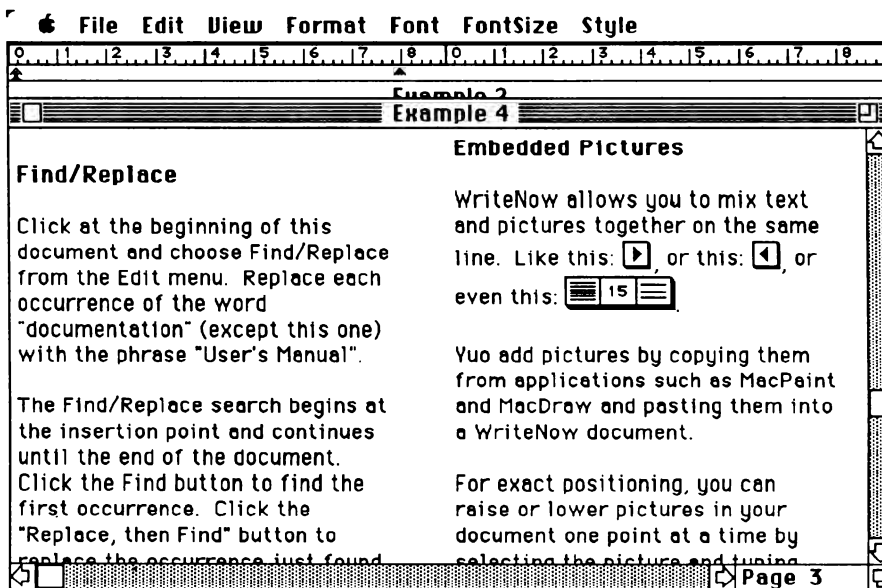
The black holewell, almost

Occasionally a feature is built in which is a bit different. I have sometimes found myself in a situation where I wanted to make a Macintosh window very, very small, so that I could position

was not to be the case, because even if you do happen to close the window with the close box on the right hand of the title bar, *WriteNow* asks if you wish to save the data before closing, like all good Macintosh programs should. It also means that you can cut and paste readily between many, many windows.

WriteNow has come up with some really unique features and options.

If you need a word processor more than you need a page layout program, but want some of the features of both, and you are willing to work around what are basically minor, if somewhat inconvenient problems, *WriteNow* is definitely worth serious consideration.



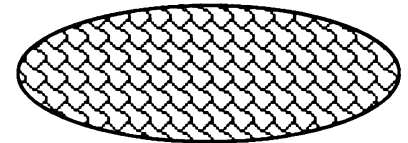
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including *WriteNow*, *MacWrite*, *Microsoft Word*, and *Text* (ASCII) files. This is a very useful program, but I really wish it was built into *WriteNow*.

My main reason for saying this is, that I find that I often need to save my data as a text file, and I much prefer doing this from within the program I am working in, rather than leaving it and coming back in afterwards.

What struck me as really strange was that there is a transfer option from within Translator, enabling you to go straight back to *WriteNow*, but no equivalent in *WriteNow* itself. The other side of the coin is that *WriteNow* only consumes a little over 70k, and therefore, you can use

a variety of graphics and text windows and then easily cut and paste from one to the other. *WriteNow* is the first application I have come across which can almost swallow its own windows. You can actually make windows so small that the HFS window grow box which is normally in the top right hand of the title bar, ends up on the left of the close box.

This is really quite strange, and there was some debate as to whether or not this was a bug or a feature, and whether data may be lost because of it. The fear was that an unwary user may create a situation where their window got so small it disappeared, taking everything that had been typed into some computer netherworld reminiscent of TRON. This

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Educating the Apple

by Lynne Ryder

*This month there are two not-so-young programs up for review, **Spellicopter** and **The Grammar Examiner**.*

Usually I do not look at such software as there is every likelihood that it has been reviewed elsewhere. In some cases however, software is not released locally until long after it has done the rounds in the US. The following two programs are a prime example. And, although dated they are definitely worth a closer look.

Next month there is a mixed bag with a new science program, and some Applesoft code for you to experiment with in teaching maths.

Spellicopter

By: DesignWare

Distributor: Ozisoft

Cost: \$59.95

Requires: Apple II+, IIE and IIC

64K

1 disk drive

Keyboard or joystick operated

Learning to spell can be an entertaining experience if one can create the right atmosphere, and *Spellicopter* is a program which does just that. Suited for the younger children (aged between 6 and 10), *Spellicopter* is a program which very successfully creates a situation whereby a student can learn while playing a game which is quite similar to Broderbund's arcade game, *Choplifter*.

So often I hear teachers and principals comment that the school computer should not be a game machine but rather a learning tool, and I agree with this - but it is also important that the user is motivated by the program and in this sense any program that provides educational content which is presented in

a challenging and enjoyable manner should not be overlooked because of the game element.

Another reason I see this program as more stimulating to the user is that it does not only offer the scramble letters of words approach to teach spelling. I feel many of the programs on the market today tend to rely on this method too heavily, and although this approach does have a place, it is refreshing to see a different study method incorporated.

The program comes with three study lists -

1. **Basic list** - containing 80 words divided into eight lists. These are the simplest and shortest words.

2. **Intermediate list** - containing 160 words that are more difficult.

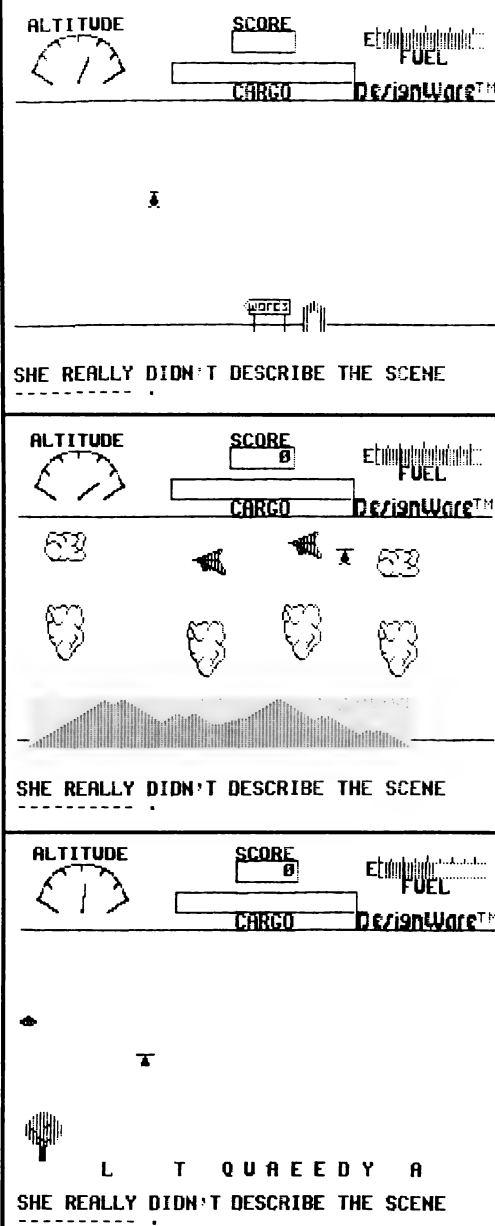
3. **Advanced list** - comprising of a further 160 words.

The game can be played on any of these levels and each word also has a corresponding context sentence. The user has a choice as to whether to use these in the game or not. The context sentence can be particularly helpful to younger children, not only in the area of spelling but also with reading skills.

Apart from the three predetermined lists it is possible to create new lists onto separate data disks. Data disks are initialized by the *Spellicopter* master and so the program does not need to be exited in order to INIT a disk.

It is also possible through menu driven instructions that are simple and straightforward to alter existing lists (that you have already created; master lists cannot be

Spellicopter - the three stages of the mission, going after "adequately". The first shows the base, to which you must return, the second the obstacles which must be safely negotiated, and the third shows the area from which the letters are picked up and put in cargo. Note the UFO to the left of the helicopter, making life a little more difficult.



altered!) by either adding, deleting or changing words or lists. Each list can be named so it is also possible to create lists in subject categories or areas you are studying (e.g. animals, food, topic areas for written expression such as storms, pirates, the circus etc.).

Context sentences of up to 80 characters long and are easily created through a menu driven section of the program. Both the word list and the context sentences with the word included can be displayed on screen. This can be an advantage if either teacher or parent wishes to revise words/sentence before the student actually plays the game.

Playing and scoring are simple and dependant on list selection, whether context sentences are used and how well you can fly the helicopter! There are three different skill levels - Pilot (this level is excellent for the younger player or poorer speller as there are fewer obstacles to overcome and no UFO encounters on the fields), Captain, and Ace (here there are crowded skies).

If your chopper crashes you must start over; a misspelt word will be shown on the screen correctly spelt and another chance is given.

Points are allocated for each correctly spelt word that is returned to base and the amount of fuel that you have left after each successful mission. Points are subtracted from the score for crashing either on the field or into obstacles in the skies or misspelling the word.

The graphics are adequate and sound may be switched on or off. Other options that may be altered include background colour (either black or white); context sentences included or not, and skill level. These options cannot be changed once the game is in progress.

Another important point to note is the ability to stop the game at any time. Here, if a word is too difficult, or unknown, the user is able to have time to think, check spelling or meaning using either printed or handwritten lists or the dictionary, and they continue on with the program by simply pressing RETURN.

In conclusion, I found this program to be most effective. Children of all ages seem to love it and want to use it (and this is half the battle won for teacher or parent).

Spelling is that area of education that needs constant attention, and particularly in the younger child, revision lessons. For the child that is a good speller here is an easy, entertaining way to help develop skills above those of the normal classroom situation. Although the Quota and Words in Action systems that are at present implemented in most infants/primary schools today cater for individual differences in spelling levels, here is an excellent way in which to enrich both vocab and spelling in areas that you can select.

For the poorer speller *Spellicopter* can provide a fun way to practice spelling at a level that can be designed individually either by parent or teacher with minimum input time and allow the user to succeed, thus providing the best encouragement.

Don't be put off by the game aspect of the program. It is a game and it is fun, and most importantly it is an effective way to improve spelling skills.

The Grammar Examiner

By: DesignWare

Distributor: Ozisoft

Cost:

Requires: Apple II+, IIE and IIC
48K

Disk Drive

Joystick optional

Another excellent product which is not so new on the market but is worth a close look is *The Grammar Examiner*.

This program covers both grammar and punctuation. Below is listed, as a guideline, what is covered by these two areas.

Punctuation:

Question Mark

Exclamation Mark

Hyphen

Comma

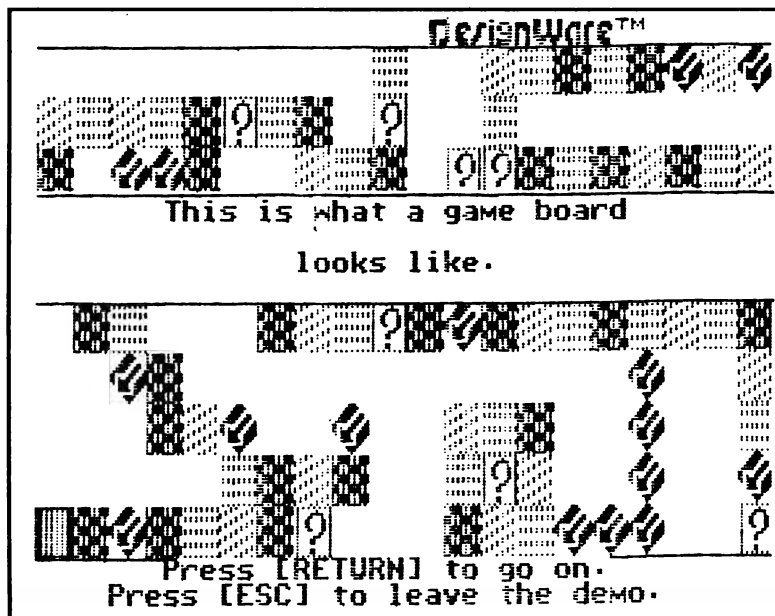
Colon and Semicolon

Single and Double Quotation Marks

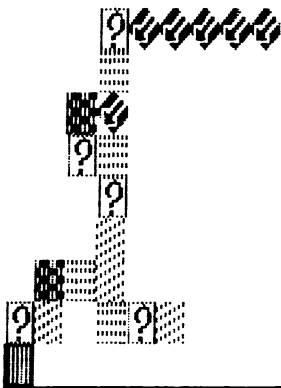
Apostrophe

Capitalization

This board is of the "New York Times". The other boards available are "The Tribune", "The Comical", and the "Daily News".



DesignWare™



Press [RETURN] to continue.

Otherwise, boards can be built up to make the paper of your choice - a simple or a complex board, a board with little chance or a board with a lot of chance.

Grammar:

Tense
Adjective
Adverb
Subject-Verb Agreement
Who and Whom

Included in the Manual is a detailed explanation of the rules developed by these various areas as well as examples of correct usage. This is of particular value for teachers and parents as it gives a sample of the precise rule each section is aiming to teach.

The program relies on the user having certain reading skills in order to gain maximum benefit from it. The preset texts are of an average year 7 to 8 reading standard, however it is possible to enter simpler tasks for those with reading difficulties or the younger child.

Basically the idea behind this program is to begin as a reporter, and by editing news stories correctly move up to become the Editor in Chief. Movement is made around a board that is shown on the screen by correctly answering a multiple choice grammar question or proof-reading and correcting a particular paragraph of text.

The program provides 150 different multiple choice questions and paragraphs that contain mistakes, that you as the ed-

itor must correct. It is possible to have up to four different people working from the same computer, playing against each other, or alternatively, play against the computer's Melvin, whose IQ level can be set according to the age and

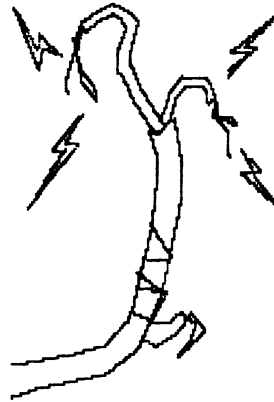
ability of the opponent/s.

You have a variety of options that can be set initially - i.e. sound, background, grammar level (1 - 3, 1, 2, 3, 1 - 2 or 2 - 3), Melvin's IQ (0-200) or the game mode. The game mode can be set to either visible or invisible mode. The visible setting is the easier as it allows the player/s to view the entire game board.

There are 80 different choice tasks and 80 different paragraphs already programmed on the master disk and these are broken into three major levels covering different topics. It is possible to play all levels simultaneously or a single level. Each level progressively includes skills learnt in the previously lower level/s.

If you wish, it is possible to program game boards and questions onto a data disk. Data disks for storing your own game boards are initialized using the master disk. The user can, by working through menu driven instructions, either create an individualized game board or edit the pre-programmed boards (there are four boards on the master disk) and then store these onto the data disk. Creating and editing boards is relatively simple as is entering the data for questions.

Players move through the game board squares either up or down, or left or right. By landing on one of the five different squares (these being Arrow, Question Mark, Chance, Choice Task or Paragraph Square) each player must



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A chance square, which works out well.

Other squares are "Go Back to Beginning", "Paragraph Square" where a paragraph needs proof-reading, "Question Mark Square" which puts you onto any square of the board and the "Choice Task Square".

finish a task that is set to increase their salary and move towards the Editor in Chief Square. It is also possible to lose salary increases or bonuses so it is not as simple as it sounds!

It is obvious that a lot of time and effort have been put into the program by the developers. As with *Spellicopter* it is a game that attacks a specific problem and allows the child to learn and practice while playing. It is ideal for classroom implementation because it offers the teacher a unique opportunity firstly to allow up to four pupils to have access to a single computer at a time as well as providing a very novel way to practice grammatical tasks. The fact that (as with most of the educational programs on the market today) you have the option of setting your own questions and text is an added advantage.

Summing up, it is an excellent program, particularly for the classroom, to cover a topic that can easily be either poorly taught or skipped by the much too busy teacher. Its presentation is outstanding and will appeal to children as it has that competitive game aspect.

Well worth the money! 🍏

Dark Castle

Lightning starts, Beethoven's Toccata begins to play. You notice an evil looking vulture in a nearby tree, and an eerie Dark Castle surrounded by a shimmering lake confronts you. This is no ordinary Mac game.



Your object is to find the Black Knight, ruler of the Dark Castle, topple his throne and defeat him in battle.

To achieve this you must work your way through the chambers of the castle, battling plague infested rats, vampire bats, guards making their rounds and nasty structural hazards.

The further you get the nastier the creature, including mutants, dragons, armed henchmen and torturers that desperately want to get their hands on you and a confounded wizard that may or may not aid you with his spells.

The graphics in *Dark Castle* are really stunning, the animation very smooth and the sound fantastic.

You need a Macintosh 512K or Macintosh Plus, with one drive.

The demo disk shows only the three Trouble rooms. The publishers say if you want to find out how to get through all the rooms, the best thing is to visit your local store, which should have a full-blown demo that goes through every roo, and watch the demo carefully. (Then buy some software or at least a magazine to keep the dealer happy.)

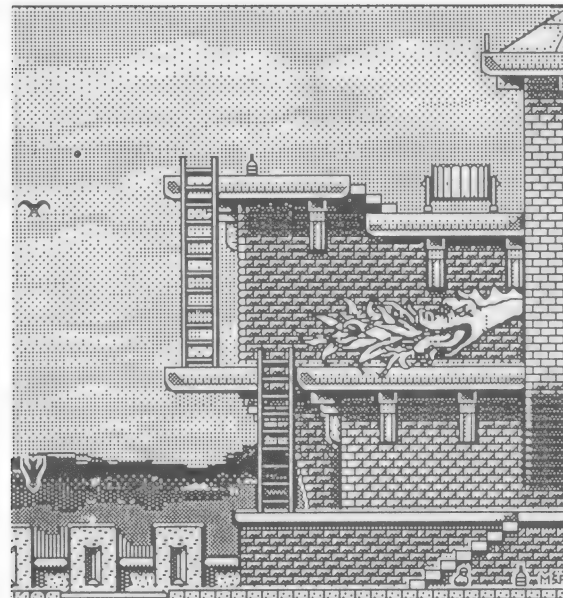
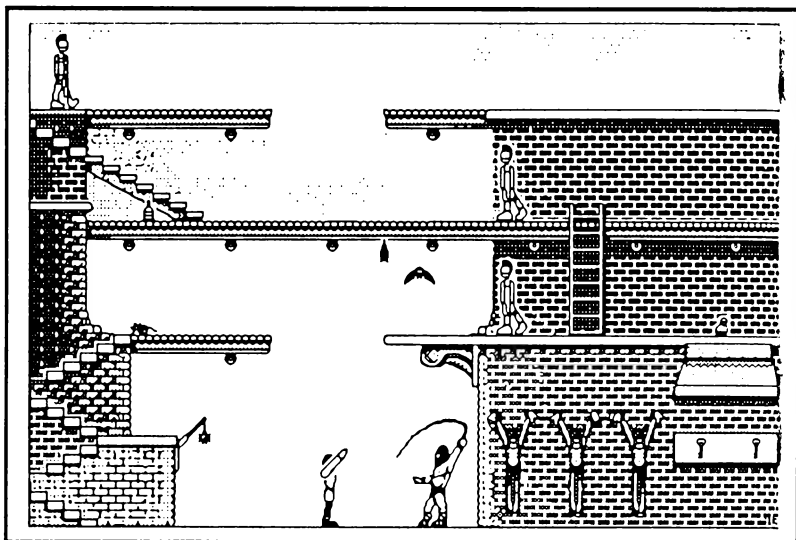
The documentation does give you some "Tips and Techniques" on how to play the game, such as how to throw a rock at a guard and duck quickly in case he launches an arrow. It also suggests because you have to hold the mouse with your right hand, you learn to use your

left for the keys D,W, A, S, Q and E. Not as hard as you might think.

Apart from these few hints, there is information on the disk when you press the Info button. And you need to read the information carefully.

Dark Castle is not an easy game. It will take a long time to master, but will definitely give you many hours of pleasure and interest. And who wants an easy game, anyway?

Available from: Tracksoft, (02) 550 2422
Price: \$85.00



A NEW EVERYTHING PROGRAM.....

by Gareth Powell

I am biased against all "everything" programs - programs that offer you everything including the kitchen sink.

*I do not like them, Doctor Fell,
The reason why I cannot tell,
Yet this I know and know full well,
I do not like them, Dr Fell.*

Actually, I know why I don't like them.

They are designed to provide me with everything that someone else thinks I need on a personal computer. But this someone else knows me not, has no knowledge of my work patterns, is probably not the sort of person I would mix with socially. How then can they decide what programs are for me?

The decisions regarding what is important and what is less so are therefore taken out of my hands. I must fit someone's idea of a normal user - I have never met such a person and if you suggest I am a normal user I will laugh like a mad thing.

This decision regarding the composition of an 'everything' program is never mine. It is the decision of some programmer whom, I say again, I have never met and who thus knows not the way I work, who understands not the sort of production I need, who insists on giving me a collection of utilities that suits the programmer's ideas of ideal work practices - not mine.

True, everything programs have one singular advantage. Once you have learned the commands for one segment of the program you know, at least in rough, the commands for all other sectors of the program. This saves you having to go through a long learning curve every time you boot up a new program. But these advantages are not enough to outweigh, for me, the objections.

In the office of the newspaper on

which I work the program of choice on the PCs used by foreign correspondents is *First Choice*, which is an everything program of arrogant simplicity.

Careful checking by me has failed to reveal a single journalist who uses the spreadsheet or database section of this program. They stick to the wordprocessor and communications sections - which are all that they need. It might be considered then that half of the program - which is not cheap - is wasted.

However, if anybody is going to get an 'everything' program right it is going to be MicroSoft, who are the most intelligent and urbane of the software houses. Their new program for the Macintosh, *Microsoft Works*, is so good it may even make me totally rethink my position.

It contains a word processor which allows you to do everything a normal wordprocessing program does - plus a few things which come from desktop publishing territory.

It allows you to cut and paste, to change formats on the fly, to draw lines, circles and boxes to help illustrate your text or to bring in charts or pictures using a paste-in facility. For all standard word processing it works beautifully.

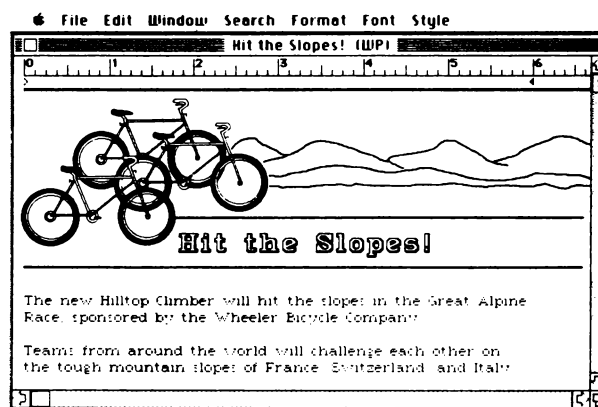
I sat down and tried to think of specialist users whom the word

processor would not totally suit and I came up with mathematicians, writers of scientific treatises and film script editors. For the rest it is better than acceptable. Easy to use, powerful and not cluttered up with too many damn commands.

Running in harness with it is a database which I checked out as an address finder, for this it worked like a dream and allowed me to search and find an address and then drop it into any document I was working with.

Understand, this is not *Omnis 3* and is not intended for power users of databases who use them as launching platforms for fast and powerful programs. But for the individual user it is more than ordinarily capable and powerful, Microsoft are very careful not to make any false claims for it. In the manual they say, 'The *Works* database automates your filing system. With your information stored in the database, you'll have quick access to any combination of records . . . Printed reports put database information down on paper. From this information, you can print many different reports. Each report will contain just the particular information you want to pull from the database document.'

Which is fair enough. If you think of



SOFTWARE REVIEW

this section of the program as a filing system - not a true relational database - you will not go far wrong.

The spreadsheet is bog standard except in one interesting and important area. You can graph the figures from your spreadsheet and then change the figures interactively so you can see what is happening. Alter your entries on the spreadsheet and the graph immediately changes in sympathy. As well the spreadsheet allows you to play around with some mathematical functions including trigonometry and logical comparisons. A powerful tool, indeed.

Finally there is a communications package which might very well be the best communications package on the Macintosh if it were not for the fact it is written especially with the American market clearly in mind. Yes, you can alter the scripts and settings to suit your need but, just for once, I would like to

see such a program on sale here which has been specifically adapted for use in Australia.

Worth noting that the communications setting allow you to choose speeds up to 19,200 bits a second, which shows how fast the world of

A formula begins with an equal sign.

Entry bar

File Edit Window Select Format Options Chart

C4 ☒ ☒ =B4/B11

Budget (\$\$)					
	A	B	C	D	E
1	Alpine Race Budget				
2					
3	Expenses	May	Percent	June	Percent
4	Basic Food	\$30,000		\$10,000	
5	Special Food Requests	\$9,762		\$6,000	
6	Lodging	\$60,000		\$20,000	
7	Bicycles	\$20,000		\$5,000	
8	Promotions	\$12,000		\$12,000	
9	Total Expenses	\$131,762		\$53,000	
10					
11	Total Budget Avail:	\$135,000		\$67,500	
12					
13	Under (Over) Budget	\$3,238		\$14,500	
14					
15					
16					
17					

Active cell into which formula will be entered.

Cell clicked for a formula is outlined until next cell is clicked.

Selected field name

Selected comparison phrase

File Edit Window Organize Format Report

Record Selection:

Team Requested Food Local Supplier? Available Number on Team

Record Comparison Information: No

Selection Rules: No Rules Are In Effect

Cancel Delete Rule Install Rule Select

Record comparison information is entered here.

Click here to install the rule you've created.

File Edit Window Organize Format Report

1 =Number on Team*Cost per Person

Special Requests (DB)				
Supplier	City	Country	Telephone	Total Cost
Le sauc-Kelly's Barbe Treat	Melbourne	Australia	456-777	\$28.00
Brazil Sabores International	Niteron	Brazil	Rio, 451-0000	\$41.30
Peking Duck Mart	Beijing	China	756434	\$19.45
Harferth's Exports	Alexandria	Egypt	643121	\$32.40
Dickerson's Snack St Holyhead	Great Britain	The Netherlands	(0492) 11111	\$11.80
't Kaashuis	Haarlem	India	674-444	\$12.30
A. Joshi Pastries	Jodhpur	Italy	296222	\$23.75
Pasteria Medhath	Florence	Mexico	00-222	\$35.00
La Costena	Leon	New Zealand	216220	\$16.20
Treat Williams's Fruit	Christchurch			

The Total Cost is calculated for each record.


modems is travelling. Two years ago it was considered impossible for two modems ever to communicate over the public telephone network at speeds in excess of, say, 2,400 bits per-second. Now in the United States 9,600 bits per second modems are becoming all the go and 19,200 is not that far over the horizon. When it arrives you will be able to transmit about a thousand words every three and a half seconds.

I have just been giving seminars in Europe, and while my offside Matt

Whelan was on the stage expounding on the delights of *PageMaker* I was quietly playing with *Microsoft Works* on a Mac Plus we had set up for demonstrations. I was impressed, really impressed.

Does that mean I am now in favour of 'everything' programs? No, I am not. Although this is a well put together package that may suit you, it doesn't suit me because there is no spelling checker - which I need all the time - and there is no thesaurus and there is no mechanism for counting the words I have written, which is essential in my business.

Make no mistake, *Works* is a powerful and elegant program - one would expect nothing less from Microsoft - but because it is not precisely tailored to my needs, my desires, my requirements, it fails - for me.

If it fulfills your needs, go for your life. It may well end up being the only program you ever need to buy. 

STAR TREK: THE KOBAYASHI ALTERNATIVE

One of my major peeves with adventure games is that many are nothing but glorified pieces of electronic paper. Mundane commands tapped into the computer as if you were a secretary taking dictation, step by step movements that take you nowhere slowly, and really start to get up your nose.

Now did I write that as an introduction underneath a *Star Trek* heading? Yes, I did, and that's what you get.

What you get also, is excellent documentation. It's quite a package. Hard cover books, explicit manual. (Hey, you can use explicit for good things too, don't start stereotyping adjectives, buddy.) I'm glad we got that cleared up.

And you're the big guy - Admiral James T. Kirk. (Did you know that 'kirk' is also a Scottish word for church? Yeah. Remember that. They'll be asking for it on Tuesday night's episode of *Sale of the Century*. And it could mean the difference between getting the towel set or not.) Admiral James T. Kirk, listed as being born July 28, 2132, Iowa, U.S.A. Actually, William Shatner is Canadian, but they never tell us that, the septs wouldn't dig it.

What is *The Kobayashi Alternative*? Is it a Hungarian sausage substitute? Or a detour down a suburban Okinawa thoroughfare? Let's intercept the outerspace, inneruniversal telex and check this out.

FROM: SFC, EARTH VIA SFC, DENE
URGENT/URGENT/URGENT
TOP SECRET/EFTO/SC937-0176CEC
TO: JAMES T. KIRK, CAPT
(COMMANDING)
FROM: NHAURIS RIHAUL, ADM, SFC, DENE
SUBJECT: SPECIAL MISSION ORDERS
TEXT: USS HEINLEIN, ON EXPLORATORY
MISSION IN 145 TRIANGULI AREA, HAS
FALLEN OUT OF COMMUNICATION UNDER
WHAT WE CONSIDER SUSPICIOUS

CIRCUMSTANCES. ROUTINE HOURLY
TELEMETRY SQUIRTS CEASED WITHOUT
EXPLANATION TWELVE HOURS AGO.
APPENDED TO THESE ORDERS IS THE
CONTENTS OF A SINGLE UNSCHEDULED
SQUIRT THAT CAME TO US VIA AN
UNUSUAL ROUTING - DUMPED TO A ROBOT
COMMUNICATIONS SATELLITE NEAR
GAMMA TRIANGULI, APPARENTLY BY HIGH-
POWERED TACHYON PACKET BEAM. YOU
ARE TO EVALUATE THE CONTENTS OF THE
TELEMETRY SQUIRT AND PROCEED
IMMEDIATELY AT MAXIMUM WARP TO THE
HEINLEIN'S LAST KNOWN POSITION, WHICH
IS INDICATED IN THE SQUIRT.
WARNING: HEINLEIN WAS PURSUING A
MISSION, THE OBJECTIVES OF WHICH ARE
HIGHLY SENSITIVE AND HAVE NOT YET
BEEN DECLASSIFIED FOR ANY PERSONNEL
EXCEPT THOSE OF SFC, EARTH FLEET
ADMIRAL'S OFFICE. THIS MISSION
MATERIAL WILL BE AVAILABLE TO YOU AS
SOON AS DECLASSIFICATION PROCEDURES
ARE COMPLETE.
ADDRESS ANY INQUIRIES TO SFC, EARTH.
(RESPECTFULLY) NHS. RIHAUL, ADMIRAL,
SFC, DENE.

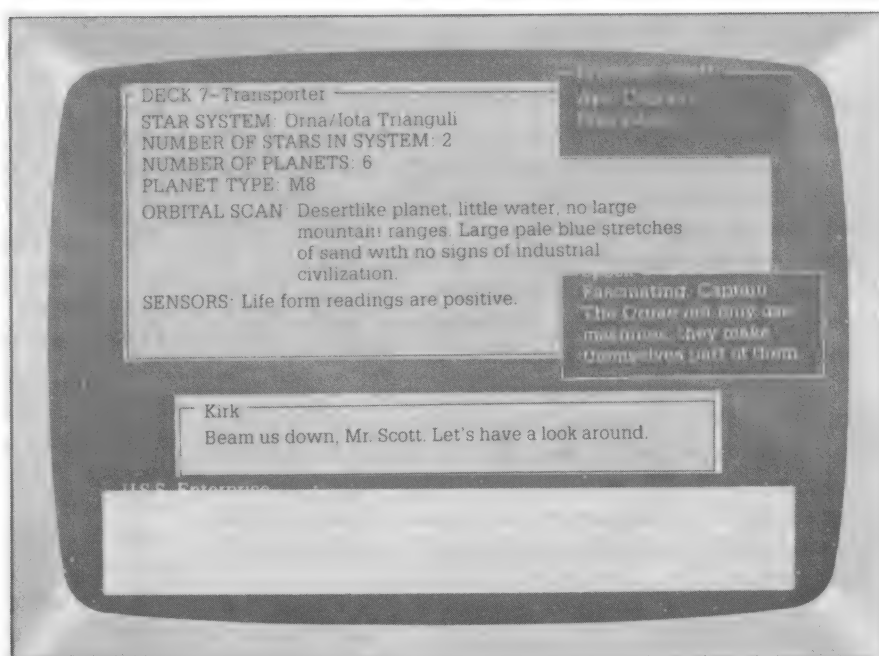
Can we end the caps now... caps
ended... thank you.

So what do you say? That's some mission, eh? Well, how do you plan to control it? Because it's up to you, it's your adventure, and if you scratch the duco on the Enterprise it's coming out of your pay until you die.

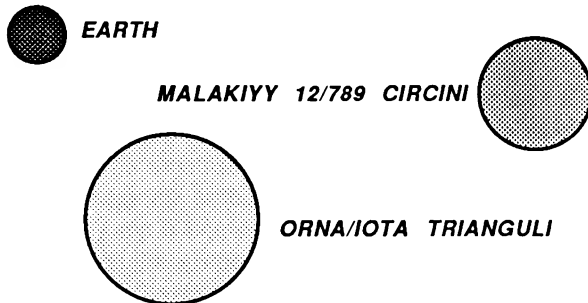
But relax, huh, let's go inside and see how tough it is. See at least, how this Canadian handles himself.

What takes this seek and rescue mission above routine is the fact that Sulu is on board that missing ship. He was temporarily assigned as captain of the exploratory ship, so it's a friend that Kirk and the regular cast members are trying to get back.

The program is completely open-ended. You must decide where to lead your crew in the search for Sulu. You can go to any planet or anywhere on the surface of a planet at any time you wish. The challenge is to use the information you discover as you visit each new world to do two things: first, you must decide



the best strategy for exploring each new world and overcoming the dilemmas you face there. Second, you must piece together an accurate picture of what has happened to Sulu and the



Heinlein from the information you obtain.

The Kobayashi Alternative is like a jigsaw puzzle. All the pieces are there, your job is to put the pieces together in the correct way to accomplish the mission and optimize your score.

Yet, the freedom to go anywhere you wish at any time presents a new type of challenge. You must choose the best strategy for exploration to avoid wandering aimlessly. Your ability to use your powers of observation, evaluation, multilevel synthesis, and deduction will ultimately determine your success in this *Star Trek* serial.

For anyone that really wants a game they can get their molars into and absorb their total being with for the next half a year, this game saves up just such a treat. Screen presentation, though uninterestingly dull, is quick and proficient. My only quirk, one of them, anyway, is that it takes too long for the computer to analyse an incorrect command and register it to the screen. I found myself impatiently jabbing the return key to get the drive to come to life again.

Information is presented in interactive text windows. This means that multiple channels of information are presented at once. Second, you type only the things you want to say to the crew of the Enterprise, aliens, or the Enterprise computer.

Moving about on the surface of planets and inside the Enterprise is accomplished with arrow keys or equivalent command keys. Functions such as looking, examining, and shooting are accomplished with function keys. A list of these keys is included in the briefing manual and can be displayed on screen by pressing the HELP keys.

There are six skills that each cadet can master in order to be successful in the operation. Communicating with the crew, moving, actioning, using portable equipment, commanding the Enterprise, communicating with aliens. Once you master these six skills, you are prepared to focus on the real challenge of the mission to solve the mysterious disappearance of the Heinlein ship.

Windows:

The main text window is the largest. It is labelled with your present location, as when you start this is the command bridge of the Enterprise. As you proceed through the game, this window fills with information pertinent to your mission.

The status window at the bottom of the screen gives you a current reading on the vital systems of the Enterprise. When you are on the surface of a planet, the status window will update you about your surroundings.

The "Kirk" window is your voice. When you type commands or questions using the computer keyboard, they appear in the window. Remember to type only things you want to say to another person or being. When you press enter or return the computer processes your statement.

Conversation windows appear when you talk to another crew member, or when a crew member speaks to you. The window labeled "SDplck" contains a logical first question, "Your orders, Captain?"

Though spartan in technical design *The Kobayashi Alternative* is absorbing. Absence of sound however is disappointing. It does get lonely deep into play, no matter how many people and ships you have in commands. Especially too, when you've forgotten your communicator when you've energized down to a planet and can't communicate with the ship. That's what Andrew Farrell did the first time I played and I didn't even get to issue that legendary command, "Beam me up, Scotty," because I couldn't radio the ship and mostly because Scotty was with me on the ground. Don't make the mistake of beaming the whole crew down or you'll get stranded on Mars for good. And after five hours of finally manoeuvring yourself there, it's no fun to end in a blaze of stupidity.

What is a buzz to the most intrepid 'trekky' fans though, is not just being in control of a space ship, but actually assuming the persona of the legendary Admiral James T. Kirk himself, and for that reason, the disc is worthwhile.

Not just a Hungarian sausage substitute, *Star Trek: The Kobayashi Alternative* is what's happening in today's computer adventure games, and should be what's happening at your place if nothing better comes along.

But there will be, if not now, maybe after the next sequel.

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221B BAKER st. *by J. Mark Hunter*

The Adventure of the Unholy Man, The Adventure of Rewritten Death, The Adventure of the Peculiar Charwoman, The Adventure of the Amorous Sailor, The Adventure of the Gluttonous Gossip, The Adventure of the Alphabet Spy - cases in the thirty such puzzling activities contained within the *221B Baker St.* package.

However, upon preview of each case before selection to play, one of the most intriguing was case #19: The Adventure of the Well-Informed Thief. "Yes, it did not sound all that - let's say - exciting, but, then, you tell me the answer . . ."

Joan Haigh is a cheerful widow living in a small flat in Newchester Downs. Last week, she was the victim of a theft that wiped out her entire life savings.

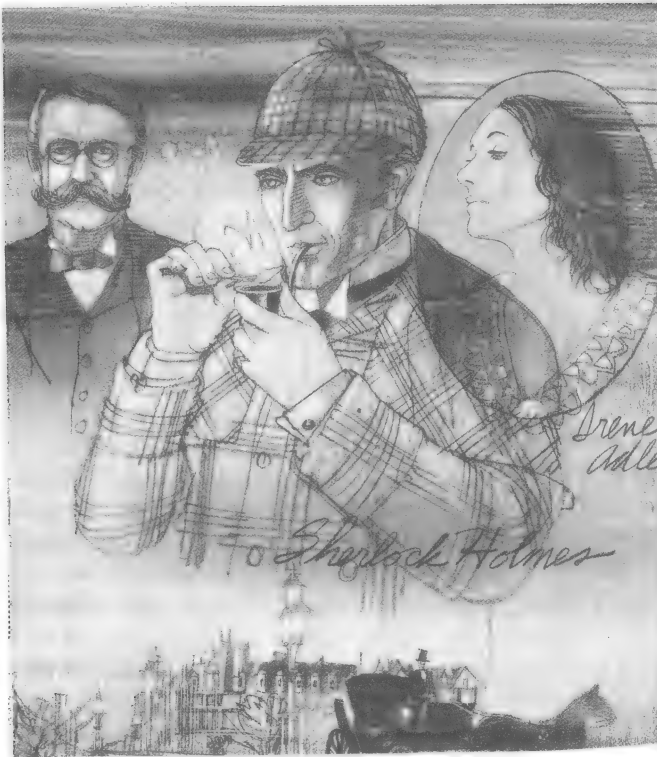
Penniless, Mrs. Haigh comes to Sherlock Holmes and Dr. Watson to restore her loss. She tells Holmes that the theft occurred between 3:30 pm and 4:00 pm last Monday when she was strolling in the park. "I take my walk every day at precisely that time, Mr. Holmes."

"Was there anything odd about this theft?" inquired Watson. "Oh, my dear, yes!" exclaimed Mrs. Haigh. "The thief knew exactly where to look. He found my diamonds hidden in a brick in the fireplace and my entire gold coin collection concealed in the ceiling. Somehow he even knew to take my tattered bath mat, which had twenty pound notes sewn inside. Nothing else in the house was disturbed."

"Who knew of your possessions?" asked Holmes. "Absolutely no one could

know," replied the widow. "I carefully hid my valuables long ago and never told a soul."

Mrs. Haigh tells Holmes that she never has visitors to her modest home, save for her dockworker nephew, Rance,



and her neighbors, Alice and Ridley Cranapple. Ridley is a pawnbroker.

In the week preceding the theft, Mrs. Haigh visited the church and passed a donation to Reverend Smith; had a tooth extracted by dentist Harrison Beale; and purchased food at Oscar Kruger's market.

Holmes must discover (a) who stole Mrs. Haigh's life savings and (b) how the thief knew where to look.

The game is afoot!

Hmmm? I'm wondering. As in cogitation of the thinking kind. Ponder, ponder, ponder ... I first got sus of Mrs.

Haigh's dearly departed. Like, do we know "when" he died, "how" he died, and just how close they were. Like - maybe he cut out for a year or so and then returned to rob his old lady and party out in Jamaica until his final breath. Who else knew where she stashed her goods, huh? Who else knew what she even had in the house?

Her nephew, Rance, a dockworker? Now I realize I must be careful about the wording of my next sentence due to the fact that some of our readers may be dockworkers and are probably more adept at computer manipulation than I am. But

- dockworkers and other such figments of humanity associated with seaside vocations have always been known to be, shall we say, not the most pleasant of professionals, have not majored in a vast array of university degrees, (Technical Editor Farrell - how am I doing so far?), and have been known to utilize various forms of other than professional means to supplement their incomes from extraneous sources. Did Rance?

Well, Mrs Haigh says no one knew where she kept here stash. But, then, he's got plenty of opportunity to check it out, right? Like when she's in the kitchen making hot cocoa and it's summer and he says he's going to stoke the fire - yes, it does get pretty sus. It does. And

what's he doing in the bathroom so long? For that matter, what's he doing in the ceiling?

And the neighbors, Alice and Ridley Cranapple - I mean, what's Cranapple? That's Ukranian, isn't it? Yeah, I though so. Old Mrs Haigh's got Commies parked next door. They've got their devious ways of finding things out. Yes, they do. Okay, it's only 1908, but the Russian Revolution is still smouldering. We've got to take all these things into consideration.

GAME REVIEW

The manual tells us about her activities in the preceding week: she visited the church and passed a donation to Reverend Smith. I'd get Watson to check into Smith's history. Is that his real name? What did he do before he became a priest? And what kind of church is it anyway? The creators don't tell us this. Maybe it's a Psychic Mind church and she spilled her guts about her booty during a charismatic chant ritual, or confessed it to Smith when he came over to bless her house or something one day, went to the bathroom to wash his hands and asked her why the bathroom mat was so lumpy. I think everyone would ask that. It's a curious thing indeed, twenty pound notes squelching between your toes.

Had a tooth pulled too, eh? Watson, check into Beale as well. This is important. What's Sherlock Holmes got figured out about this dude? Just what else did he pull from Haigh? Information? Locations? Maybe pick at an abscess till she screamed the information and she didn't know she told him because he'd novacained her to death. Look it's a horrid world out there, we've got to take everyone and everything into account, man. Leave nothing to chance, fellow readers, Holmes sure won't. And the games designers didn't either when they arranged the circumstances and consequences of this graphics mystery adventure.

I enjoyed it. ... Hey! Did we enjoy it yesterday, Farrell?

"Yes," he nods his head, "we did."

The difference I'm finding in this adventure game, which is wonderful, is that you don't have to wait about three days before you get to start into action animation. You know the kind where it takes about six hundred moves till you finally get the lasers charged and get to move the characters around, and after about that many verbal commands, uh-huh, well, this one you start into directly and you enjoy the lulls in between because there's much to do.

It's an adaptation of the board game

by the same name. And one of the best features of the game is the rolling of the dice, which is done by holding down the fire button of your joystick and releasing it sometime during the process of the whirling cube, this selects a number between one and six. Prior to this, you are asked by the computer if you want to use coded clues, which remain secret to you, and you're given a certain number and letter, i.e. D3.

A quote from Holmes: "I am fairly familiar with all forms of secret writings ... but I confess that this is entirely new to me. The object of those that invented the system has apparently been to conceal that these characters convey a message...!"

So, with D3, you are playing the whole game in code group "A" and starting with the code number, 3. On a roll of the dice you move your man, whether you be Sherlock Holmes, Dr. Watson, Irene Adler or Inspector Lestrade, the designated number of spaces allowed. Walking all around town and

I am fairly familiar with all forms of secret writings ... but I confess that this is entirely new to me."

into various buildings in a perspicacious search for clues.

The four aforementioned characters are present really because of an ego trip they're on. They've taken on thirty of their most baffling cases to test their abilities. Each sleuth, of course, thinks that he or she is the most capable of finding the solutions, so they've decided to turn each mystery into a friendly competition of their skills.

The famous four meet at 221B Baker Street, (yes, I think it's the same one Gerry Rafferty sings about), and from there they travel through the streets and alleys of London, gathering clues and trying to outwit each other.

The investigators use secret tunnels to gain quick access to other parts of the city. They acquire badges from Scotland Yard to lock the doors of buildings where

valuable evidence is contained. Of course, locked out sleuths can find keys at the Locksmith. Armed with their secret codes, the detectives are then enabled to receive exclusive information from fifteen locations around the city. While working to solve the crime, each sleuth is trying to break the others' codes in order to have access to more clues with less work. They can also change their own codes to throw the others off track.

The winner is the one who solves the mystery, returns to 221B Baker Street with a badge, and announces the correct solution.

The game is very well done, with realistic sound and quality graphics. And though it may seem to be a throw away game due to the fact that there is a limit to the times at play before you know all the answers, additional case libraries are available. Each game takes a while to bring to full completion though, and if you're playing with two or more people you can make quite an afternoon or evening out of the one game.

It does get a little monotonous though, whatever the case. I found myself tiring of the mundane chart checks to decipher mindless codes of scrambled letters.

Like I said, the rolling of the computer die was one of the best parts. Farrell and I ended up having best of three guesses at what number the electronic die was going to stop at, and as in *The Adventure of the Amorous Sailor* - he won.

As for old widow Haigh, I have yet to figure her villain. But rest assured, fellow readers, that he will be caught, the hunter and Holmes detective agency will prevail. I've got Kruger's grocery store phone tapped right at this moment, the two guys parked in the horse and buggy outside Cranapple's are Scotland Yard Vice officers and the organist in the Reverend Smith church is Peter Falk in a dress.

Distributed by: OziSoft

Price: \$49.95

The Human Backup Problem

by Errol Chopping

I am surprised and a little depressed by the number of phone calls I get from people asking for help with damaged disks.

Invariably they call me when the disk they depend on for some serious use in the school goes down the gurgler. People who use computers for the recording of data are often not computer enthusiasts and so when the program they are using comes up with a beautifully informative message like "There are no files on this disk" or "There is a problem with this disk" or even more delightful: "disk error xypq!@\$#", they have no idea of what to do.

Some real cases include: a librarian with the term's circulation filed away on PFS, all the books borrowed and the pupils' names, and cannot retrieve them. A teacher has all their class marks on the motorised markbook and the disk won't boot.

When I get such requests for help I have a perfect, simple and obvious answer - "No problem," I say, "just get your backup copy and make another working copy from that."

Suddenly the phone goes quiet... the silence is deafening, then... "B..B..B.. Backup copy...., oh, ahhh, well ah - W...W.. What backup copy?"

It's a human problem

We are not dealing with a computer problem at all here. It is human nature to place our trust in others, but don't be fooled - don't trust those disks! and don't trust the power point, or the printer, or the phone.

The only real way to learn the necessary procedure to keep such data safe is to suffer the bitter experience personally. Of course I sound pretty

pious about this, but I too have had a nine page newsletter in a disk file the day before publication and had the computer politely say "This disk is unreadable, do you want to initialise it?"

How to avoid the sinking tummy feeling

Now I'll get to the point of all this. Let's review some of the necessary procedures YOU should use when creating data files or important reports with your computer.

When you initially create an important file, save it onto two disks. Mark both with the name of the file and on one add the word BACKUP on the disk label. I find it a good idea to stick an extra disk label longways onto the jacket of the backup disk and write on the top of it "Last Backup". Each time you change the data or add to it, update the backup copy as well, then write the date on the extra disk label.

Besides this or some other system of labelling your disks, you must also set up a backing up procedure and stick to it rigidly. For example, when I took my year 11 computer studies class on an excursion to see the computer installation at Macquarie County Council, we were told that they had the electricity records of over 12,000 households on disk. They had one copy of these disks running in the computer, another set, the backup, in a fireproof safe in an adjacent room and yet another copy stored in another building. Backing up routines were done on a daily basis.

Perhaps you don't need that degree of security, but the principle is the same. You can argue that you should update the backup copies only after you have done some new work or changed some

information, but I believe it is better to make it a routine activity - once each day or once each week. This kind of habit should ensure that at most you lose one day's or week's work when the working disk fails. Note the I use the word "when" rather than "if" - you have heard of Murphy's Law, haven't you?

All computer users should be aware of the damage electrical or magnetic interference can do to disks. I have heard of problems being caused by a small magnetic keyring being brought into contact with a locked disk box, and yet there are far more dangerous items than this to consider. One of the most deadly items in a computer room is a video tape recorder, for these popular machines contain very strong magnets and will corrupt data on magnetic disks without hesitation. It is also not recommended to place disks on telephones, video monitors, other disk drives or cups of flaming hot soup.

Saving while you're working

When using a word processor it is advisable to save your work regularly. This is especially so if you are creating with the word processor as opposed to simply typing up a hand written copy of the work.

It need not become a chore to do this - a typical session may see you, the writer, enter a paragraph or two, look back and read what you have written, make a small change or two, then pause to ponder what you will say next. This is just the pause you need, while you are gathering your thoughts, hit that save button! Since most word processors keep most (or all) of the text in the memory of the computer between saves, a power

DISKS

lead trip up or a surge of current or a brown-out can see all your work vaporized in a flash. Of course such an event will never happen to you, will it?

To complete the saga let me mention a couple of other considerations.

Don't use your program disk for data. New computer users are often tempted to save their work onto their program disk - no abuse from me, it is an easy trap to fall into - but just don't do it. It's worth the time and effort to read the manual and learn right from the beginning how to format data disks. In many cases this can be done from within the program you are using, at other times you may have to use a utilities or system disk supplied with your computer.

Always save before printing. Some programs will forgive you if you forget to insert paper or have not actually connected the printer and turned it on. Others will use a situation like this as an excuse to play dirty, leaving you with a "hung" computer - a sealed box containing the one and only copy of your masterpiece. It's really a wonderful feeling switching the computer off and starting again.

Create fresh data disks for important files. Having raved about how easy it is to corrupt a floppy disk, I must say that they are remarkably robust under normal circumstances, but spend the extra \$1.30 and use a new one for each really special file. Allied to this is the practice of snipping out an extra 'write-protect' notch so you can use both sides of a disk. Nothing at all wrong with this, but I would suggest you only do it on expendable disks - or the ones you use as a 'scratch'.

Don't over-fill important data disks. When the disk is full the disk operating system generates an error message and your computer usually warns you of the event, but just before this occurs the DOS has to work hard to find the last free block for data. The searching is harder if the disk has had some old files deleted as clever uncle DOS tries to find all the pockets of spare space scattered on the disk.

Enough, enough!

All right, I'll let you get back to work. I know you will be the perfect angel from now on - rigorous backup procedures, new disks, saving as you go. Or perhaps you will just leave it until

tomorrow. It really is the only way to learn; experience the thrill of seeing your life's work crumble - go on. I dare you.

*Errol Chopping is Computer Education
Consultant, Western Region*



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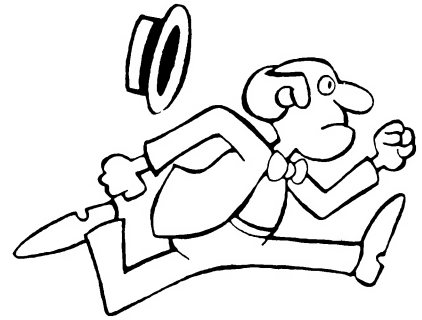
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Calendar Maker

by A. McKellar

This program will print a calendar for any year specified by the user. The printer should be turned on before the program is run, or when the user is asked which year they wish to generate. The calendar will fit on one sheet of printer paper.



```

1060 DIM N$(7,10): FOR N = 0 TO 9: FOR L = 1 TO 7: READ N$(L,N): N$(L,N) =
N$(L,N) + " ": NEXT : NEXT
1130 DATA " *** ", " * ", " * ", " * ", " * ", " * ", " * ", " * ", " * ", " * "
1140 DATA " * ", " * ", " * ", " * ", " * ", " * ", " * ", " * ", " * ", " * "
1150 DATA " *** ", " * ", " * ", " * ", " * ", " * ", " * ", " * ", " * ", " * "
1160 DATA " *** ", " * ", " * ", " * ", " * ", " * ", " * ", " * ", " * ", " * "
1170 DATA " * ", " * ", " * ", " * ", " * ", " * ", " * ", " * ", " * ", " * "
1180 DATA " * ", " * ", " * ", " * ", " * ", " * ", " * ", " * ", " * ", " * "
1190 DATA " *** ", " * ", " * ", " * ", " * ", " * ", " * ", " * ", " * ", " * "
1200 DATA " * ", " * ", " * ", " * ", " * ", " * ", " * ", " * ", " * ", " * "
1210 DATA " *** ", " * ", " * ", " * ", " * ", " * ", " * ", " * ", " * ", " * "
1220 DATA " *** ", " * ", " * ", " * ", " * ", " * ", " * ", " * ", " * ", " * "
1290 DIM L(12): FOR M = 1 TO 12: READ L(M): NEXT : DATA 31,28,31,30,31
30,31,31,30,31,30,31
1400 READ H$: DATA "SUN MON TUE WED THU FRI SAT"
1480 DIM M$(12): FOR M = 1 TO 12: READ M$(M): NEXT
1490 DATA " JANUARY ", " FEBRUARY ", " MARCH "
1530 DATA " APRIL ", " MAY ", " JUNE "
1540 DATA " JULY ", " AUGUST ", " SEPTEMBER "
1550 DATA " OCTOBER ", " NOVEMBER ", " DECEMBER "
1620 DIM C(12,42): FOR M = 1 TO 12: FOR D = 1 TO 42: C(M,D) = 0: NEXT : NEXT

1980 HOME :W = 2: VTAB 1: HTAB 1: INPUT "Year to generate -> ";Y$
2010 IF LEN (Y$) ( ) > 4 THEN 1980
2030 Y = VAL (Y$): IF (Y / 4) = INT (Y / 4) THEN L(2) = L(2) + 1
2050 IF (Y / 100) = INT (Y / 100) THEN L(2) = L(2) - 1
2060 IF (Y / 400) = INT (Y / 400) THEN L(2) = L(2) + 1
2300 PRINT CHR$(4)"PR#1": FOR L = 1 TO 7: FOR D = 1 TO 4: N = VAL ( MID$
(Y$,D,1)): PRINT N$(L,N);: NEXT : PRINT : NEXT : PRINT
2440 D = (Y - 1) * 365 + INT ((Y - 1) / 4) - INT ((Y - 1) / 100) + INT
((Y - 1) / 400): P = D: D = INT (P / 7): D = P - (7 * D): D = D + 2
2560 FOR M = 1 TO 12: FOR I = 1 TO L(M): C(M,D) = I: D = D + 1: NEXT : P =
D - 1: D = INT (P / 7): D = P - (7 * D) + 1: NEXT
2880 FOR M = 1 TO 12 STEP W: FOR X = 1 TO W: PRINT " " + M$(M + X -
1);: NEXT : PRINT : FOR X = 1 TO W: PRINT " " + H$ + "
";: NEXT : PRINT
3020 FOR Z = 1 TO 6: FOR X = 1 TO W: FOR D = 1 TO 7: J = (Z - 1) * 7 + D:
IF C(M + X - 1,J) = 0 THEN PRINT " ";: GOTO 3090
3030 IF C(M + X - 1,J) ( ) = 9 THEN PRINT " ";: C(M + X - 1,J);: GOTO 30
90
3040 PRINT " ";: C(M + X - 1,J);: GOTO 3090
3090 NEXT : PRINT " ";: NEXT : PRINT : NEXT : PRINT : NEXT

```


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